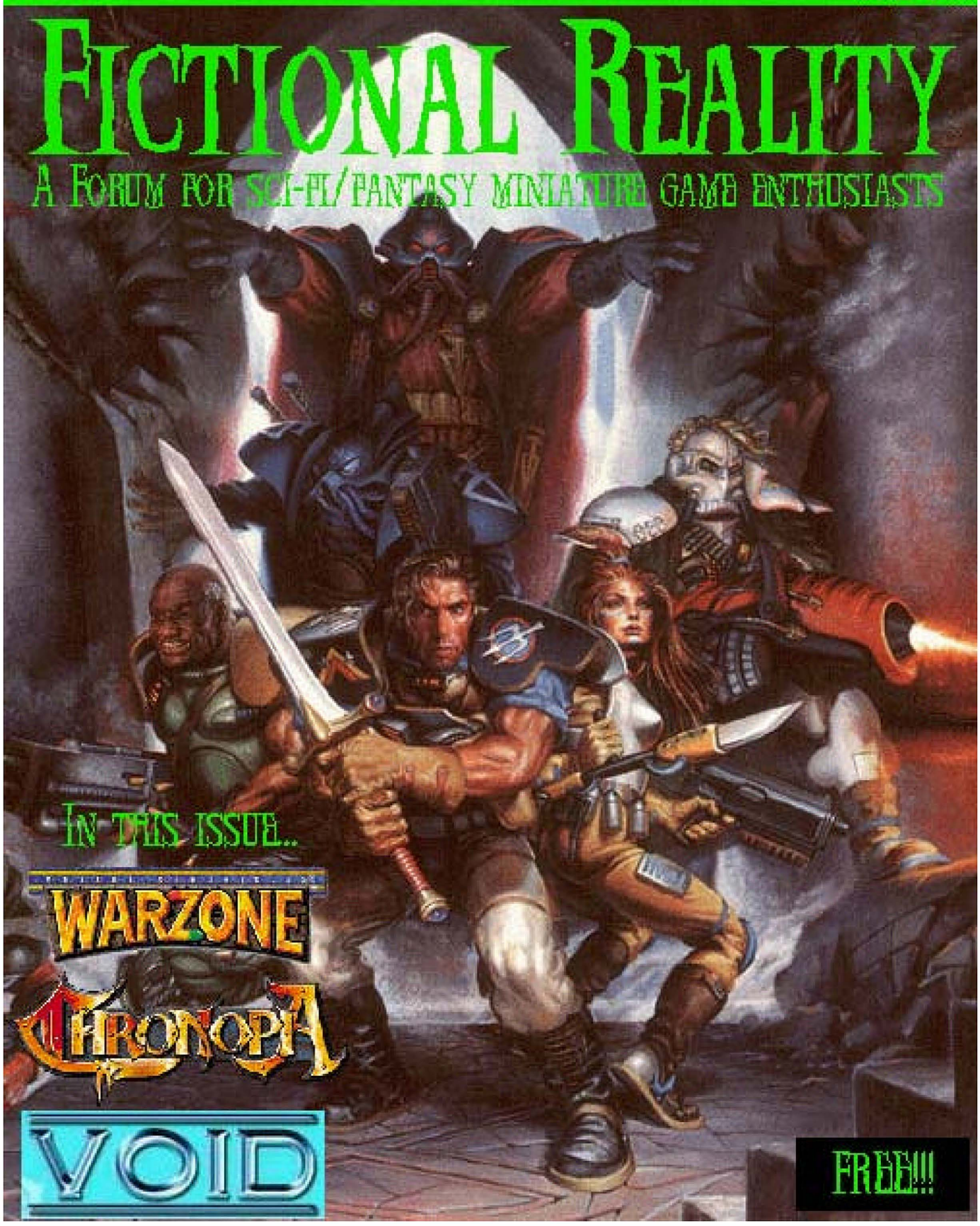
Issue #0 June 2000

Fictional Reality

A Forum for sci-fi/fantasy miniature game enthusiasts



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Fictional Reality

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FROM THE EDITOR

Well, what do we have here? A brand new fanzine, maybe even an actual magazine one day, with its first issue devoted almost entirely to my two favorite miniature games [for now], Warzone and Chronopia. What?!?! Why even bother with two games that are dead? Listen up slappy, cuz I'm only gunna say this once! Warzone and Chronopia ain't dead! Well, not yet anyway, and if I / we / you / Target Games / the little green men from outer space / etc… have anything to say about it both games will be around for a long, long time.

What I'm getting at is that games are only dead if WE choose to let them die. Sure, things are kind of bad right now, ok so they kind of suck right now (see, even fanboys can be objective). What are we going to do, piss and moan about it? Get out and play! Have fun! Find a monkey and a jar of peanut butter and… oh I've said too much already! This goes for all games, not just Warzone and Chronopia. If someone plays it then it's not dead!

Within these pages you will find new rules, new troops, scenarios, battle reports, and maybe even a rant or two once in a while. Things that I think make these games more enjoyable. I hope you do too.

Does that mean that you will see nothing but Warzone and Chronopia? Hell no! This will contain the games that I happen to like. So, this 'zine will certainly be an evolving fanzine, bringing you stuff that I think is new and cool. "But wait a minute, what about what you just got done saying in the previous paragraphs?" Don't take to the streets with torches and pitchforks crying, "kill the heretic!" just yet. I love and will continue to play Warzone and Chronopia for a long time to come. Hell, I've been playing both since before you was an itch in your Daddy's pants…well maybe not that long, but since both they debuted and I like them more now than ever so I cannot see dropping them from my list of games. But I am not naive enough to think that they are the only games out there that you or I may enjoy.

What can you expect in the future? More games, more reviews, better graphics, more articles, etc… (Hopefully smaller file sizes too!) Basically, if something is cool you'll see it here!

Mark Theurer

"Don't call it a comeback!"

Fictional Reality is a netzine devoted to enthusiasts of miniature wargames. If you don't like them then you probably won't like this. I'll get over it. If you would like to submit an article, artwork, work of fiction or anything else that you think other like-minded gamers might be interested in please drop me a line at mark_theurer@netzero.net

Warzone and Chronopia, and their associated artwork and logos are all copyright Target Games. Confrontation and any artwork associated with it are copyright Rackham. WHFB and WH40K are copyright Games Workshop. VOID and any artwork associated with it are copyright I-Kore. If I forgot to mention anyone, I forgot. I'm not trying to steal anyone's property. Get it, got it, goose yourself!

Plowshears to Swords

Rules for Firstborn Peasant Militia in Chronopia by J. Michael Tisdel
jtisdel@iadfw.net

The armies of the One King are powerful and large, but even they can't be everywhere at once. This is especially true during the "campaign season" from late spring to early fall when the armies are out fighting. Small garrison forces are left to defend the outlying cities and villages. The garrisons can usually handle bandits and most raiding parties without too much trouble. However, against a more determined incursion, the garrisons are strengthened by levies of the local peasants.

The Peasant Militia are armed with weapons from the garrison's armory and given rudimentary training by the garrison forces. In battle, the Peasant Militia is lead by a veteran from the local garrison. The Militia are eager and numerous, and this sometimes makes up for their lack of training.

Peasant Militia

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	-	10	2	1	0	3	19	0	1	15	Militia
13	10	-	13	2	1	0	3	21	-1	1	23	Veteran

Special Rules: You may have no more than two bands of Militia for every band of Firstborn Knights (Swordsmen or Macemen) in your army.

Equipment: Each Militiaman is armed with a Militia Spear. The Veteran is armed with a Straightsword and shield.

Structure: WARBAND
8 to 16 Peasant Militia
1 Veteran

Militia Spear: Polearm, Two-Handed weapon

CR	MX	RM	DM
CC	-	-	10

Some possible miniatures to use for Firstborn Peasant Militia: Any of the GW Dogs of War that carry pikes, Mordheim plastic humans with spears or pikes, or various miniatures from Essex Miniatures www.essexminiatures.co.uk

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Quick Picks

In this issue you will find some new stuff for Warzone and Chronopia, and eventually other games. It could be miniatures, terrain, WWW sites, just about anything that I think could apply to a game. That means that not everything here will be produced by the manufacturer of the game in question. Don't get your panties in a wad over it! If you have something that the rest of the miniature gaming community just has to know about send information about it to mark_theurer@netzero.net. Be sure to include a WWW address where I can find it if possible.

First up are some models that could be used for Firstborn archers. They are produced by Rackham, a French game company), for a game called Confrontation. They come three to a blister and are currently only available via overseas game shops or direct from Rackham. Each model is posed differently, all of which look very good. All three are posed as if they are drawing the string of their bow across their chest and firing upwards. They are wearing some leather armor, but not as much as the Target Firstborn Archer models. They are certainly more flamboyant than the regular models, so I would not recommend mixing them into an existing unit of the regular models, but an entire unit of these guys would look very nice. The only downside to these is that there is not a 'leader' model so you are left to convert one on your own, not a terribly difficult task. One place they can be found on-line is at www.mix-image.com in the Confrontation section. They are part of the Lions army and are called 'Archer D'Alahan'.

Next, we have another entry from the guys at Rackham. The following guys are part of the Mort-Vivant (Living Dead) army and are called 'Squelette en Armoure' (Skeleton Warriors with Swords). Again, you get three different poses in the blister of figs, each one looking very nice. They would really only transfer into Chronopia as Human or Elf skeletons. Unlike the archers, these could be mixed into an existing unit of Risen Swordsmen with no problems as far as looking out of place. You'll notice that the model pictured here has two swords and his shield is strapped to his back. For me, this is really just a cosmetic issue and not really worth worrying over. I guess if it really bothered you, you could always cut off the top sword and have him waving his fist in the air angrily. Fair warning, many of the Confrontation figs are a wee bit taller than standard Chronopia figures.

Can you say 'Risen Archers"? I knew you could, well Human or Elf Risen Archers at least. I'm still looking for something suitable to use for Risen Orc archers and/or Risen Dwarf crossbowmen. These bad boys come from Ral Partha and should be pretty easy to come by wherever you are. Ral Partha product code 02-182.

Here we have a few pieces from the GWAR line of figures from the guys over at DemonBlade Miniatures. The figure on the left is that of "Beefcake the Mighty" and has been slightly converted by putting a spear in his right hand, which is normally empty. He makes a rather impressive Sons Of Kronos Tribal Leader. One who has probably never missed a meal if you look at his belly [Get in my belly!]. The guy on the right is "Balsac, Jaws of Death" and comes as seen in the picture. Even though he's only carrying a single axe he'd probably be best suited as a leader for a Shadow Tribe warband of Berserkers. I will likely add another axe or sword to his free hand. Both of these can be found at www.demonblade.com in the GWAR section. They retail for $5.00 each.

Lights, Camera, Action…well maybe.

Sharpshooter J. Michael Tisdel found an interesting bit of information on the Dark Horizons movie website regarding the Mutant Chronicles movie that has been in limbo for years now. Head on over to www.darkhorizons.com and find the rumors for Wednesday, April the 12th, 2000.

More than just miniatures… a look at terrain in Warzone and Chronopia

By Dave “Firstborn Canuck” Poole

There are many different table top miniature battle games available to gamers these days that vary in scale, depth and content. From skirmish sized encounters to large-scale epic battles. Some with very in-depth and complicated rules systems and others being simplified games aimed at the 12 and under crowd. Realms covered include the traditional fantasy worlds, like those of Tolkien, in-depth historical reenactments, and futuristic military conflicts in space. There are many to choose from and many different ways to differentiate them.

One of the interesting ways to look at and compare these games is in how they employ and are effected by the use of model terrain. Now, as this fanzine is largely dedicated to the skirmish scale games Warzone and Chronopia, most of what I discuss here will be directed at that level. However, I will attempt to touch on other scales and game systems.

The use of terrain in most systems seems to be broken down into two different schools of thought. In many games, especially the more ”simplified” ones, terrain is represented in large blocks, which form complete barriers to movement, line of sight and missile fire. While certainly somewhat unrealistic and less than aesthetically pleasing, this allows for ease of gameplay and keeps game tactics more simplified. I'm not going to argue that this is better or worse as it largely depends on what you are looking for in a game. If you want to just have a fun game this can lead to some nice quick battles and keeps things nice and neat.

In many other game systems, more complicated attempts are made to simulate the effect of movement, line of sight and fire through terrain. This can greatly affect how the players utilize the battlefield and can bring true tactics into play. This is most evident in smaller scale games and those aiming to develop more “realistic” rules sets. The side effect of such rules, however, is usually an increase in the actual number of rules that need to be learned, which can increase the learning curve and possibly slow down gameplay.

Now, specifically addressing Warzone and Chronopia, you see an attempt to develop a somewhat realistic set of rules while keeping those rules as short and sweet as possible. Does this work? Well,

yes and no. For the average gamer this strikes a happy medium giving them a chance to use a little more brain power in their games without requiring a lot of rules. At the same time the true casual gamers may consider the terrain rules a waste of time and just one more trivial detail to take into account.

Then those who desire a more realistic game may consider the attempt a 'slap-dash' attempt at truly realistic terrain rules. I don't think you are going to find a true “perfect” way to make rules governing the use of terrain. By the same token there are no “perfect” games either. Everybody is looking for something different.

How do Warzone and Chronopia utilize terrain? These two games specifically address terrain in three ways.

1) They restrict movement through more difficult terrain by reducing the movement of a model.
2) They restrict line of sight and thus targeting of other models.
3) They apply cover advantages to models in or around terrain.

Hence, the terrain itself affects three of the most important parts of your game - maneuver, targeting and the damage that you deal to your enemy. The conclusion you can draw from this is that the player who utilizes the terrain present the best will be at a great advantage in the game. This reflects very well on real historical conflicts and has the effect of making true life tactics very applicable to table top gaming.

In both games [Warzone and Chronopia], missile fire can be quite dominant when played on a board with little or no terrain, or when played by people who do not utilize the terrain that is there. This is most evident in Chronopia. The use of cover and well thought out movement of your figures in an attempt to reduce the time models are exposed becomes quite crucial. I would argue, and this is not a new comment, that to get full enjoyment of either game you really need to have a good amount of terrain on your board. If not, players do not have the opportunity to use cover and concealment maneuver tactics and play balance issues tend to stand out much more.

The rule of thumb we usually use for our Chronopia games is at least one moderate piece of terrain for every square foot of table space. Usually we even end up using a few more pieces just to be sure. This can include a small stand of model trees mounted on foamcore, a purchased piece such as a resin building or a terrain feature such as a hill. When laying out the board we look for “firing lanes” where a well positioned archer could dominate a sizable lane of the board and we try to position the terrain pieces to keep such lanes to a

minimum. Maybe two such lanes at the most with each having a maximum length of 24" on a standard 4 foot by 4 foot board.

The same rules of thumb can be used in Warzone games as well, however, as missile fire tends to be more prevalent (except for the Mishima forces who definitely need to utilize cover) you can get away with a little less terrain. Nonetheless, you will most likely find the games that are the most fun are those that, by some manner, restrict line of sight so players are forced to make more decisions regarding how to maneuver and position their forces. One of the better games we have played in Warzone was one where we modified the Venus night fighting rules to fight in caves. We didn't allow flare guns and such so the only way models could get line of sight was through muzzle flashes or by getting within 9 inches of a target. This made for some very ugly close up fighting with lots of maneuvering.

Now in some other game systems, terrain becomes simply an impassable object or a limited impediment. In these games it still plays a factor in how a player maneuvers his forces, but it limits the players options making things a bit simpler and easier. While I'm no expert on ALL of the game systems out there I think you will see this trend more in the larger scale games and those tailored to a younger audience. Given all that though, unless you are playing on a table that is 90% flat and open (and that does happen especially with WHFB and WH40K at times) then players still need to look at the table and decide how best to use the terrain there. Blocks of terrain restricting movement can be used to protect fragile units while they maneuver; they can be used to funnel an attacker's movement and can help to dictate who attacks where.

Given what I have said, one of the major issues then becomes how to depict terrain for gameplay. There really are three major approaches to this.

1. First and most common, gamers can build their own model terrain from building supplies, model railroading terrain kits, etc… There are books, magazine articles and many websites available to assist in this, including articles on my own website.

2. The second approach is to purchase pre-made terrain such as that from WarZone GTS (no connection to the game), GeoHex, and through many others who make gamer specific model terrain. This offers a quick way to get very durable professionally made pieces albeit at a higher cost.

3. This is what I recommend for beginners, is simply to proxy for your terrain. This means putting something on your table that represents the terrain you want to use. This could be something as simple as a cut out piece of green paper laid down to represent a block of forest, a book to represent a hill, etc. While certainly not as pretty it gets the job done and it's definitely the cheapest alternative.

Use whichever approach appeals the most to you, there is no "best" way as long as the gaming is fun.

As more and more game systems come to market, we see more approaches on how to apply terrain in TTGs. In it's own way it's fun to watch how this develops over time and it's fun to try out these different approaches. After all, that's part of what makes us gamers.

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Each issue we will have a new survey or two. For this issue please send your answers to the Editor at mark_theurer@netzero.net

1) List your single favorite Chronopia Army.

2) List your single favorite Individual from the army in question 1.

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WARGAME TRADER

OLD ARMIES DON'T DIE, THEY JUST CHANGE GENERALS

A Dark and Stormy Night

A Warzone Battle Report by Mark Theurer & Christopher Carr

I wanted to do something a little different for our first battle report. After kicking around a couple of ideas I settled upon a Warzone city fight, but with a few twists.

- It would be dark out, using the night rules from the Venus: Bauhaus Forces of War book.
- There will also be a large thunderstorm moving through the area, imposing an additional RC modifier of –2 at all ranges.
- We would be using a much larger than normal PV for our armies. 1750 points of Capitol versus 1750 points of Bauhaus.
- We would packed in like sardines on a 4'x4' battlefield with really dense terrain.

We'll be fighting in a Bauhaus city that has seen many better days. A large portion of the city has been leveled thanks to almost constant bombardment by the Capitol Air Force and now is the time for the ground troops to move in and clean up. Resistance was expected to be rather light, but the boys in blue didn't plan on just walking away.

There are some fires burning around town which act similar to *light nodes* in Chronopia. Any models within 9" of a fire can be shot at from as far away as 24".

We will use the normal rules for deploying troops, but if any troops cannot fit onto the board during normal deployment they must hit the table on subsequent turns, starting from the table edge of the applicable deployment zone.

Set-up of the board can be seen in the first picture below. There are also pictures of the end result of each turn of action so you can get an idea of how the battle flowed. You'll notice all of these blue and green dots all over the place. Those represent the troops that we were moving around. I figured that you'd rather see them instead of proxies and some unpainted troops. More detailed maps will be coming to future battle reports as soon as I can add an extra six hours to each day and get on the crack pipe! [Just say NO kids!] What do you want, completely painted armies or a battle report?!? All of my armies will also be fully painted under the two conditions listed above.

Ok, now for a victim, I mean opponent. I contacted good friend and fellow Sharpshooter Christopher Carr about playing the Bauhaus army in this game and he jumped at the chance. Chris has been building up a Bauhaus army for a little while now and they desperately needed some trigger-time. Being in the dark I'd expect Chris to bring plenty of troops for close up ass-kicking.

Mark's Capitol Army aka "How I plan to kick the monkey crap out of Chris"

Busting out my trusty copy of Mars: Capitol Forces of War my first choice was to decide on taking an Alpha, Delta, or Gamma force. Just based on the storyline for this battle any thought of a Gamma force went out the window. A Delta force was very tempting, especially with the ability to take two squads of Assault Marines after taking a single squad of grunts, but not being allowed to take any Orca Battlesuits just didn't appeal to me at all. Alpha force it is.

I usually purchase my armies in steps of Grunt, Elite, Individual and then starting the process over again. I'll go back after my 'base' is done and add Enhancements later.

Gotta go with some grunts first so I'll start off with some Heavy Infantry. I'll take a full boat of these guys (that's a maximum size squad) hoping that the regulars can provide much needed life support for the specialists. Nine regular Heavy Infantry, a Sergeant, an HMG trooper and a Rocket Launcher specialist comes to 251 points. I know we'll be getting close so the HMG will come in handy and the Rocket Launcher is tagging along to put a pill into any Vulkans that decide to show up.

On to an elite unit. I know I want Assault Marines so we'll take care of them now. Four marines plus a Sergeant, an HMG and a RL comes to 185 points.

My first Individual will be Heavy Infantry Sniper. He'll be stationed somewhere high up just waiting to see a muzzle flash and then BLAMMMMO! 34 more points gone.

Grunt squad number two will be some Light Infantry. To be completely honest I'm taking them more because it allows me to take some support in the form of a Light Infantry Mortar Squad than anything else. Four guys, a Sergeant and a LMG cost me 104 points.

My second elite squad will be the Orcas, or as I've heard them called "walking golfballs". Does anyone like how they are painted up in the Mars book? Yuk!! They look a lot better in a drab military color scheme IMHO. Anyway, regardless of how they look they kick maximum ass! My preference is a squad of three Mk III Orcas. The recoilless cannon just shreds infantry. I'm 267 points lighter after buying them.

My second Individual will be Colonel Mitch Hunter. If I can get him in close he should make ground beef out of just about whoever he finds. Sixty-nine points gone.

After two grunts, two elites and two Individuals I'm at 910 points. Oh goodie , I know I'll be able to get at least one squad of air support in the form of Purple Sharks or Great Greys.

Ok, on to more grunts. Light Infantry Mortar Squad coming up. Two mortar teams and a Sergeant costs me one hundred and three points.

Three Purple Sharks make up my next elite pick. 267 points later my air support is ready to take to the unfriendly skies.

Individual number three will be a Covert Operations Specialist for 49 points. No, I haven't bought the required Free Marines yet, but they'll come soon. Sheesh!

Another squad of grunts is next. This time in the form of a Heavy Infantry HMG squad. Two teams set me back 100 points.

Ok, here are the Free Marines that I need. I'm not usually a huge fan of these guys, but I can certainly use some close assault specialists. Five marines, a Sergeant, an LMG specialist and a Communications specialist cost me 236 points.

My next Individual will be a Free Marine sniper. Forty-three points, 'nuff said.

I'm about 50 points shy of my maximum so I'll pick up some enhancements now. Of the units in my army only the Free Marines, Assault Marines and Orca Battlesuits can purchase attribute enhancements. I'm not really worried about the Orcas heading for the hills so I'll pass on the Enhanced Morale. On the other hand, in the dark and rain we

can use all of the shooting help we can get so I'll pick up Marksmanship for everyone that can get it. Looking at my points I'll be able to afford Marksmanship for either the Free Marines or the Assault Marines, but not both. Damn!!! Since the Free Marines will probably be at the front of any firefight I think I'll give it to them so they can have an advantage. The Assault Marines will have a bit of moving to get into range of their carbines anyway so the points are probably better spent on the Free Marines. Marksmanship for the Free Marines and this costs me 24 points. Oh, I almost forgot! The Free Marine Sniper will also get Marksmanship for three more points. Fifteen points to spend and not a whole lot to spend it on. That puts me at 1735 points, close enough for government work. I didn't take any Tracer Rounds or Flare Guns. This could end up sucking a lot, but we'll have to see.

OK, now for my cunning plan. Obviously, the snipers will be placed in elevated positions to get the best field of fire possible. I'm considering putting them right next to each other. The Orcas are just a hammer that needs to find guys to shoot as quickly as possible. I plan on marching them headlong into the fight, probably right towards the forward where the Free Marines and Covert Operations Specialist start. The Light Infantry will be used to harass any Vulkans that might come out and draw them into the sights of the Heavy Infantry Rocket Launcher specialist so he can put them down. The Assault Marines will try to find a path towards the enemy and head straight in. Their high armor value and reduced chances of being hit should see them standing at the end of the game. Even though the city has been shelled back to the Stone Age I'll be using the Mortar teams in an attempt to direct Chris' guys where I need them to go so I can proceed to fill them full of lead. The HMG teams will be used in a modified sniper capacity. I'll get them to high ground if possible and just wait for muzzle flashes before ruining someone's day. Since the Free Marines will probably see the first batch of close action I'll be trying to get Colonel Hunter up with them as quickly as possible. The Purple Sharks will try to fly up a relatively clear part of the battlefield then turn in towards the center of the board and roll over whatever resistance is there. Unfortunately I don't have a real good feeling about there being much clear airspace.

Capitol Army Summary

Grunts
- Light Infantry [4+Sgt+LMG]
- Heavy Infantry [9+Sgt+RL+HMG]
- Light Infantry Mortars [2+sgt]
- Heavy Infantry HMG [2]

Elites
- Assault Marines [4+Sgt+RL+HMG]
- Orcas [3 Mk III]
- Purple Sharks [3]
- Free Marines [5+Sgt+Comm+LMG]

Individuals
- Heavy Infantry Sniper
- Free Marine Sniper
- Covert Op. Specialist
- Colonel Mitch Hunter

Christopher's Bauhaus army aka "You Can't Attack What You Can't See"

When choosing an army for a regular game I normally choose one regular squad followed by an elite squad. With a scenario driven game I normally take a different approach. I try to come up with a plan of action and then buy my army accordingly. In this battle the -2 for darkness and -2 for thunderstorms means that close combat, short-range weapons, and indirect fire will be the most useful. Maneuverability and speed will also be a large advantage. I decided to structure my army with a fast hard hitting strike force and a durable, long-range firebase. The Ducal army that favors a fast hard-hitting army is that of Maximillian III. I began my unit selection by constructing my firebase. Two squads of hussars each 7 big and armed with a heavy machine gun should be durable enough to withstand a turn or two of fire. These two squads also give me access to the all important mortar teams. Two of these should be able to rain death from a safe distance. Without need for line of sight they will not be hampered as much by the darkness as other units. I then chose a squad of Dragoons. Their purpose is to find cover and wait for muzzle flashes to illuminate the enemy. The dragoon's high ranged combat ability should allow them some chance of hitting the enemy despite the storm. I also gave this squad one of the precious rocket launchers to deal with the plethora of vehicles that should appear in a capital army. Another benefit of this squad is access to the hellfire rocket launcher. This is the big daddy, the big bertha, and the duck and kiss it goodbye gun. The hellfire's range and **large** template make you want to "reach out and touch someone". Even when is scatters it has a good chance of catching something anyway. The mobile unit in the firebase is the squad of Vulcan battle suits. This unit has the second of the two rocket launchers and possesses an armor that allows them to walk out in the open to support the faster squads.

The fast attack section was a little more difficult to choose. I modeled it after the 23rd strike team found in the Bauhaus book. This half of the army relies on speed and armor to pick and choose which units to engage. They will close with the enemy in an attempt to maximize their short-range weapons. The famous Major John Emigholtz leads this detachment. With two wounds, a high movement, and high close combat ability this man is a monster in hand to hand. With the darkness I have little doubt that I can get him there. A five strong unit of Mounted Hussars supports him. They too have a high movement value, and are very effective once stuck in. I have found that many times I do not use the explosive lance because the machine pistol allows me to roll three dice instead of two. This squad will have heavy fire support from two strike skimmers. Strike skimmers are armed with the dreaded mounted heavy machine gun. This monster can move eighteen inches and still fire with three actions. To add to the firepower I have place two kommandos on one skimmer and a lone command on the other. This allows for drive by grenades and more indirect fire over buildings and such. To add a little more firepower I chose a specialist squad of blitzers full of grenadiers. Normally I am not a big fan of parachute deployment, but with the darkness I feel they should be relatively safe. Mark and I discussed that grenades should not cause a muzzle flash as the unit is throwing them and the explosion is at the target. I plan to use this squad to deploy on the side of the board to protect the flank of the hussars and skimmers. Out of 13 squads and individuals, 7 of them can fire indirectly using template weapons. Hopefully I can use this to advantage by eliminating large portions of the capital army without being seen.

My plan is as follows, simply put I hope to rain death from afar while advancing my mobile firebase units into buildings and cover. Once my Hussars and Dragoons are in position my Vulkans will advance down a flank. The whole time this is happening my two mortars and the solitary hellfire should be firing and scattering into Capitol troops. Once the Capitol forces are spread out my strike force will advance down a flank. I am worried that my indirect fire will scatter into my own troops, so they should take care in selecting their targets. When they are ready to engage the enemy the Blitzers should appear to follow them up. I hope to get the Blitzers behind a building where they can lob grenades over to hit troops on the other side. The Vulkans should then head towards the Blitzers so these two unites can support each other.

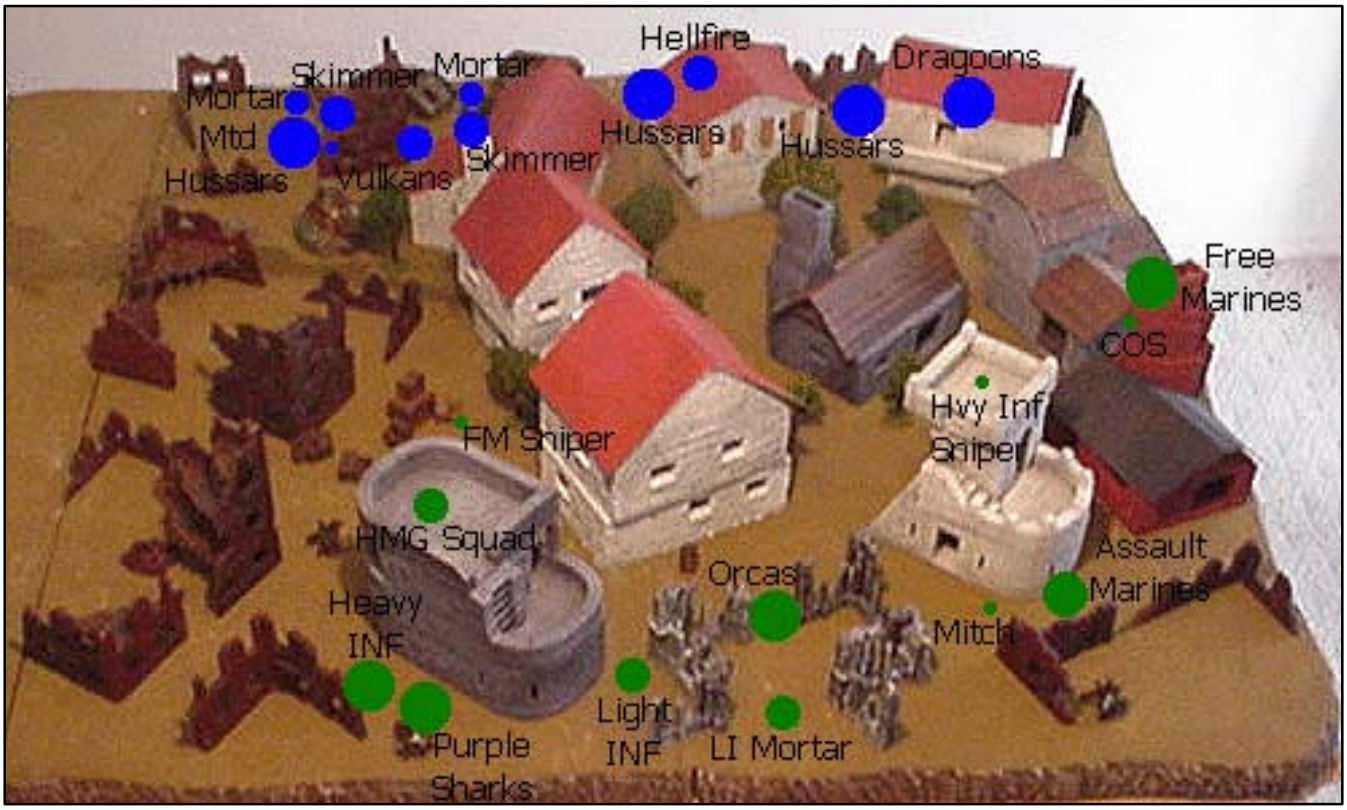
Bauhaus Army Summary

Grunts
- Hussars #1 [5+Sgt+HMG]
- Hussars #2 [6+Sgt+HMG]
- Hussar Mortar Team #1
- Hussar Mortar Team #2
- Mounted Hussars [5+Sgt]

Elites
- Dragoons [4+Sgt+RL]
- Dragoon RK-v36 Hellfire
- Vulkan Battlesuits [2+Sgt+RL]
- Blitzers [5+Sgt]

Individuals
- Johan Emigholtz
- Strike Skimmer #1
- Strike Skimmer #2

Deployment



Things went pretty much by the book here. Considering that neither of us could see a damn thing one of the few things we had to consider was where would indirect fire be dropping. That and picking the easiest path to intended targets determined where units were placed.

From left to right my battle line looked like this. Heavy Infantry just in front of my Purple Sharks with the Light Infantry further off to the right. The Light Infantry Mortar Squad set up in the remains of a ruined cathedral (BTW the cathedral and ruined buildings can be purchased through Armorcast). The Orcas set up in front of the mortars. Colonel Hunter and the Assault Marines were on the right-most part of my deployment zone ready to push up and support the Free Marines who were next to a house about halfway across the board along with the Covert Operation Specialist. My Heavy Infantry Sniper took an elevated position at the top of a guard tower (BTW all of the other buildings on the board were built using molds from Hirst Arts). My HMG Squad headed up to the roof of another building and lastly the Free Marine Sniper headed into the ruins behind some crates.

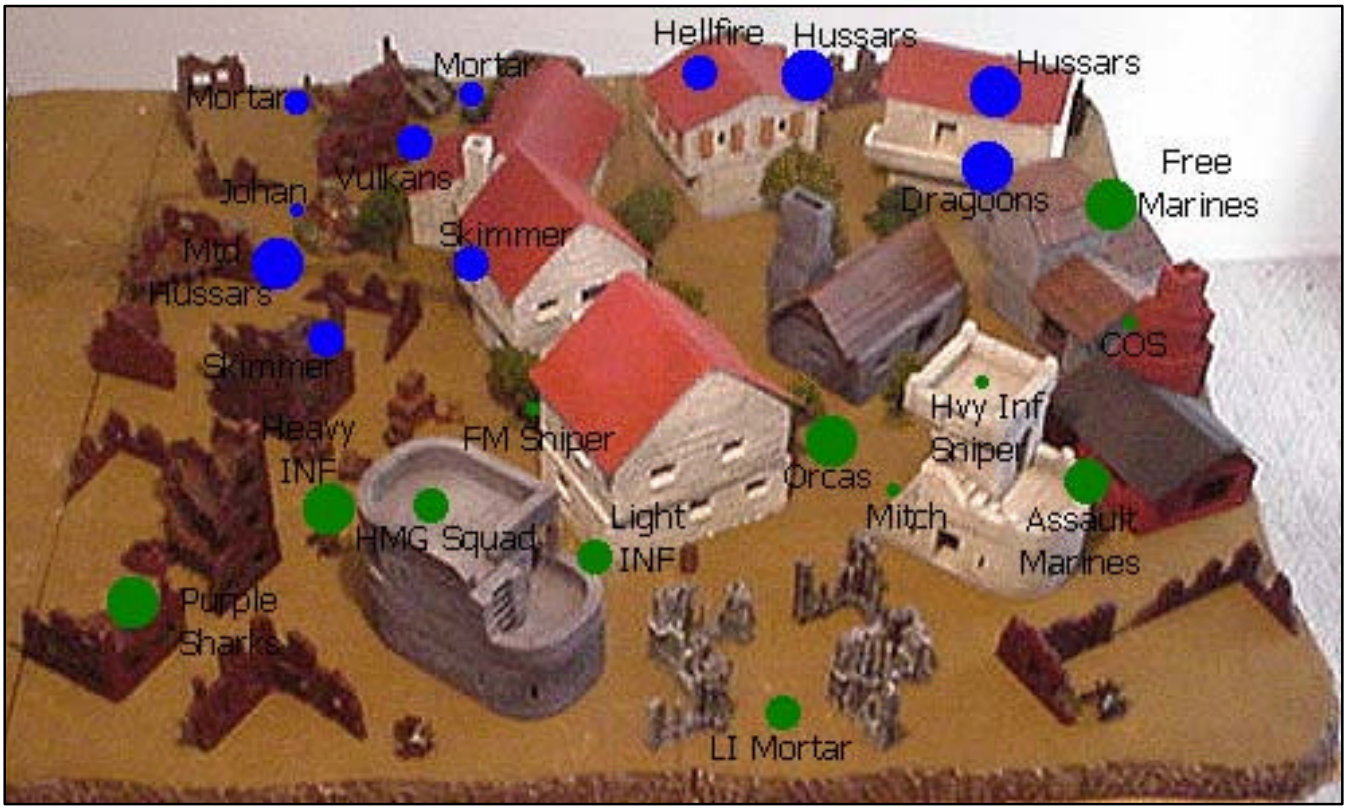
Without infiltrators Chris had a more static battle line than me. From left to right he placed his Mounted Hussars and Johan Emigholtz into some ruins. They were backed up b a Hussar Mortar and his first Strike Skimmer. To the right of them he positioned his Vulkans and the other Strike Skimmer, also backed up by a Hussar Mortar. The middle of his deployment zone found a squad of Hussars and the dreaded Hellfire. A second squad of Hussars and a squad of Dragoons inside the second story of an inn populated the right side of his DZ. Chris also had a squad of Blitzers that were waiting to parachute onto the board.

Turn 1

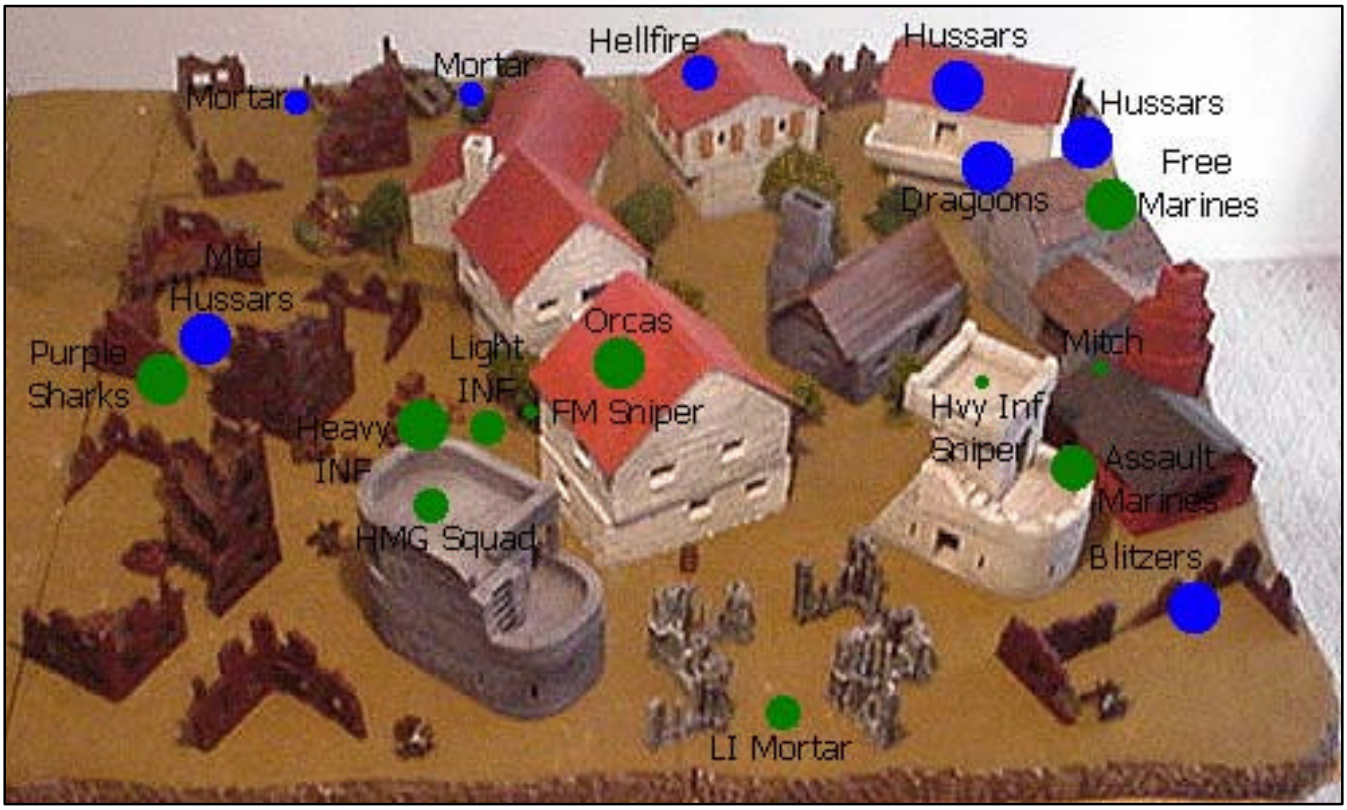
Chris won the initiative roll and started the game with a bombardment from one of his mortar teams. He got a couple of indirect fire shots off and managed to deviate onto my HMG squad and took one unit out. The remaining HMG team retaliated and managed to kill one spotter. Chris' second mortar team opened up, but his indirect shots deviated off-table. My Heavy Infantry moved up towards the crates in the ruins, grabbing cover where they could. A couple got too close to one of the fires and inadvertently gave away their position. The Hellfire opened up and tossed some shots at the Orcas, but any shots that got off deviated…right onto my Light Infantry killing the Sergeant, the LMG and two troopers. The remaining two soldiers decided to wet their pants and panic in response. My Light Infantry Mortar Squad came to life and tried to drop some shots down on the Vulkans. I managed to catch one a couple of times, but the shrapnel just bounced off of his armor. Next, the Mounted Hussars surged forward into the ruins. The Purple Sharks countered the move of the saurians by also moving into the ruin and going on wait. One of Chris' Strike Skimmers was next. It moved up into the ruins and the Strike Kommandos took some spec. fire shots at my Free Marine Sniper. A scattering grenade landed at the feet of the Heavy Infantry that just advanced into the ruins and killed two of them. The Skimmer then moved a bit into the unleveled city and the gunner went on wait. The Orcas headed into the city with the gunners going on wait. The second Strike Skimmer tried the same thing as the first, but failed to hit anything with their spec. fire grenade tosses. It ended with the gunner going on wait. The Assault Marines ran up into the city without taking any shots. Chris' special character Johan Emigholtz followed close behind the other Mounted Hussars into the ruins. The Free Marines moved up the side of the board with the LMG and Sergeant waiting for enemy movement. The Dragoons in the building went next. They came out onto the balcony and took some shots at the Free Marines, who responded with some shots of their own. Lots of noise, but no bloodshed. The Heavy Infantry Sniper took a couple of shots, but could not connect. Chris shifted a squad of Hussars to support the Dragoons against the Free Marines. The panicked Light Infantry, well, what was left of them, moved up behind the Heavy Infantry. The lumbering Vulkan Battlesuits moved up behind the second Strike Skimmer. The Free Marine Sniper thought better of standing around

in very close proximity of the Strike Skimmer so he moved to get cover in some buildings. The second squad of Hussars also shifted over, taking the place of the first squad of Hussars. To end the turn Colonel Hunter ran up behind the Orcas and the Covert Op. Specialist went on wait.

Not a whole lot going on other than maneuvering. With the dark and the storm this isn't too surprising. My Light Infantry squad is about out of it already thanks to some lucky deviation, which means their role has shifted into being bullet shields for more valuable units.



Turn 2

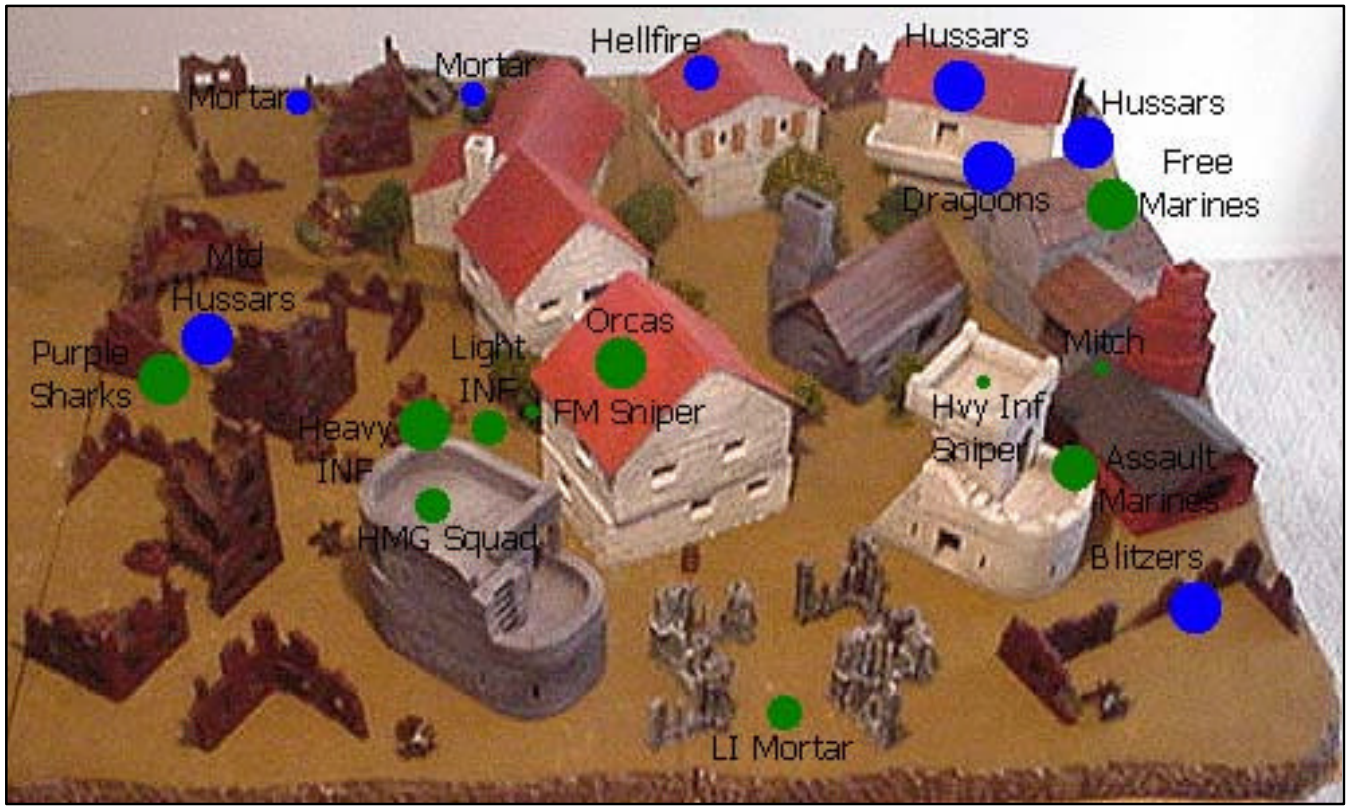


Chris wins initiative again, argh! He starts off with some more indirect fire from a Mortar Squad this time directed at my Heavy Infantry. The shots deviate all over the place, except where any of my guys are standing. My Mortar Teams respond by shelling the Mounted Hussars, but not hitting a damn thing. Chris' second Mortar Squad also lobs some shells at my Heavy Infantry and manages to kill one trooper. The Free Marines climb onto buildings and take shots at the Dragoons and manage to kill one. The Dragoons return fire and kill three Free Marines including my LMG. My Orcas were next. They moved up twice and the driver and gunner both went on wait. The Hellfire sent more fire skyward and ended up hitting one of my Purple Sharks, but their armor held. Colonel Hunter ran up to some cover in the city. Chris' Strike Skimmer that took a turn into the city decided to back out so the Kommando could lob some grenades, which all deviated away harmlessly. The gunner went on wait, hoping for someone to poke their head out. My Heavy Infantry moved up onto the crates and took some shots at the nearest Strike Skimmer. With a whole lot of luck they managed to kill the gunner!

The second Strike Skimmer moved up, into the light that a fire was giving off, and between the grenades from the Strike Kommandos and the Heavy Machine Gun they made a mess out of the Heavy Infantry. My HMG Squad opened up on a Skimmer and plastered a Kommando. No more grenades for you buddy! The Vulkans cautiously moved up further into the ruins behind the Mounted Hussars and went on wait. The Free Marine Sniper took some shots at the Skimmer, but failed to hit anything. One of the Hussar Squads moved up closer to the building where the Dragoons were taking apart my Free Marines. The Covert Operation Specialist got on top of the building that she was standing next to and took some shots at the Dragoons, but missed. Chris' other Hussars moved up covering the backs of the first squad. The Heavy Infantry Sniper took some shots at the Dragoons, but the darkness and rain kept him from hitting his mark. Unless of course he was trying to hit the building and just scare the Dragoons. Johan pulled up behind the Vulkans using them for cover. The Assault Marines strolled up into sight of the Dragoons and took some shots with their carbines. They failed to put down any of them, but one Assault Marine caught a rocket in the chest from a waiting Dragoon and it looked like someone strapped a stick of dynamite to a can of red paint. The Blitzers made their presence known by parachuting down into a ruined building. The two Light Infantry troopers decided to recover from panic and took some shots at the Skimmer. Guess what, they missed. Instead of taking their chances with my Purple Sharks the Mounted Hussars decided to head back through the ruins towards the city…what a bunch of girls! Colonel Hunter followed up behind the Assault Marines and waited to see what would happen next.

Turn two ended with a little more action that the first, but neither of us seems ready to fully commit yet. Having jack for LOS is really turning this into a cat and mouse game with us really deciding whom to activate based upon which unit the other guys just activated. A regular battle plan is turning out to be quite difficult to stick to.

Turn 3

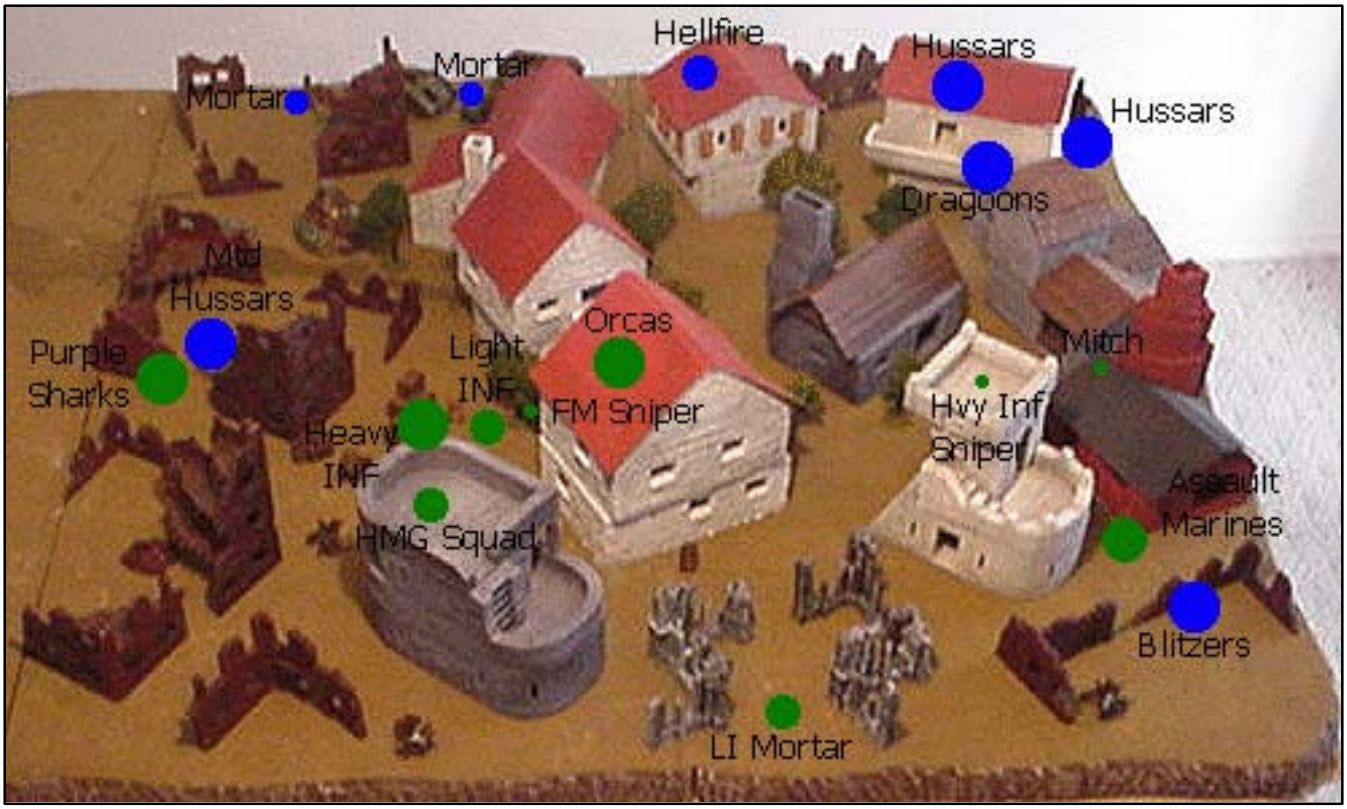


Mark wins initiative, hooray for my side! Deciding to act like real men my Purple Sharks surge forward and in a hailstorm of fire they kill all of the Vulkan Battlesuits and Johan! Woo Hoo!!! The Mounted Hussars shot back with waiting shots and managed to cause a wound to one Purple Shark before seeing their Sergeant killed and the nearby Strike Skimmer taking four wounds. Feeling brave, the Mounted Hussars charged the Purple Sharks who were at flight level zero. The ensuing melee saw two Purple Sharks destroyed and the third panicking. My HMG squad opened up on a Skimmer, causing a couple of wounds. The Blitzers moved up and lobbed grenades at Colonel Hunter and the Assault Marines and took out the HMG Assault Marine. The remaining Free Marines took more shots at the Dragoons on the balcony and managed to kill one. The first squad of Hussars jumped around the building and opened up on the Free Marines, but killing none. My Mortars Squad did two things, jack and sh(hey watch it!). At least the Hellfire took the same approach and didn't hit a thing. The Blitzers were on the receiving end of some shots from my Heavy Infantry Sniper. Unfortunately, he succeeded in alerting them to his presence and not much else. The Skimmer closest to my mixed up Infantry moved towards them with the driver

taking shots with his pistol. One Kommando jumped off and took ineffective shots at the Free Marine Sniper while the other Kommando charged the Heavy Infantry RL, but couldn't put him down. The Covert Operation Specialist took some shots at the Dragoons. She didn't hit anything, but managed to piss them off enough to killer in return. The Orcas moved into the center of the board and killed a Kommando and one of my own Heavy Infantry that was standing in the wrong place when a round from a Recoilless Cannon went off. Some more shots from the Orcas caused two wounds on this Skimmer and damaged its steering. A Mortar Squad sent some shots over by the Assault Marines, but they deviated onto the Free Marines and killed one that was standing on the roof of a building. The Free Marine Sniper took shots at the Skimmer that was right next to him and caused two more wounds to the vehicle and caused weapon and engine damage! The other Hussar Mortar squad sent some shots up towards the HMG team, but deviated away and managed to shake the foundation of the building a bit. My Heavy Infantry managed to recover from their panicked state and in a moment of bravery the Sergeant charged the Strike Skimmer and killed the driver! A regular trooper got ballsy and charged a Kommando only to get gutted for his troubles. Amazingly, the RL trooper killed a Kommando in close combat and then took a shot at the other Skimmer and barely missed. Sensing that the end is near the Skimmer that is still operational tries to move, but cannot. The driver mutters a curse and tries to shoot up the area with his pistol, but hits lots of air. The HMG gunner makes sure that he introduces the Heavy Infantry RL Specialist to the afterlife. My Light Infantry, what's left of them, come to life and destroy the Skimmer with assault rifle fire. Chris' Dragoons take some shots at the Assault Marines, but can't put anyone down for the count. The Assault Marines, ignoring the fire from the Dragoons, turn their full attention to the Blitzers and take a couple out. In a showing of true manliness, yeah right, Colonel Hunter shifts over to the right into cover.

Ok, that was a lot more interesting. Quite a few dead bodies and lead flying all over the place. The cat and mouse game is pretty much over now. Kill what you can see or try and get out of LOS is how turn four should play out.

Turn 4



I win initiative again! Two for me and two for Chris, sounds fair to me. Well, maybe not as he got his during the feeling out turns and I got mine in the roshambo turns. My last Purple Shark recovers from panic and kills a total of three Mounted Hussars. In return the last Mounted Hussar charges and kills the grenadier in close combat. One more Blitzer dies thanks to the Assault Marine RL Specialist, leaving just two alive. Unfazed, the Blitzers shower the Assault Marines with grenades and SMG fire and the only one left standing is the RL Specialist, one tough sum-bitch! The Free Marines take some shots at the Dragoons, scoring zero kills, and then call down an airstrike that deviates and pastes three Hussars. The Dragoons unload on the remaining Free Marines and kill the Communications Specialist leaving the Sergeant to wonder how to explain the loss of his entire squad. Both my Mortar Squad and Chris' Hellfire deviated all over the place, except where enemy troops were standing. My Heavy Infantry Sniper puts a pill into a Blitzer, while one of Chris' Mortar Squads manages to land some shells on my Mortar Team, killing a couple of guys. The Free Marine Sniper tries to take some shots into the close combat between the Purple Shark and the Mounted Hussar, but misses the whole mess. Chris' second Mortar Squad doesn't disappoint me and manages to deviate off-board. My HMG Squad sends some ineffective shots down towards one of the Hussar Mortar Squads. The Free Marine Sergeant no longer needs to worry about explaining how he survived and his squad was killed as the Hussars that moved up and around the building lay him out. Mitch decides to head back towards the center of the table, what a hero! The second squad of Hussars hunkers down and waits for enemy movement. The last three activations of the game were mine (Heavy Infantry Sergeant, Light Infantry Trooper and Orcas) and resulted in no additional kills.

So ends the game. I had 746 points left on the table and Chris was left with 697 points. A very narrow victory for me, but I'll take it.

Epilogue

Mark - Well, ok then. My battle plan pretty much got tossed out the window just about the time that the game began. Even though they ended up either dead or tied up in close combat I'd have to say that the Purple Sharks were my most effective unit. They completely obliterated the Vulkans, greased Johan Emigholtz and took out a few Mounted Hussars. Not bad for a days work!

I think that if I had another turn or two my margin of victory would have climbed quite a bit. I didn't have a lot left to support them, but I think that the Orcas could have advanced towards Chris' troops and cut them to pieces.

The night rules along with the addition of the thunderstorm passing thorough the area really killed any kind of ranged fire unless you happened to be up close and personal. In hindsight, the points that I spent on the snipers and the HMG squads would have been better spent on something else. I think that buying Flare Guns for a couple of my Sergeants would have been a good investment.

Chris getting to toss around grenades without giving away his position turned out to be a real pain in the butt! I'm kind of torn on that ruling. Yes, tossing a grenade is certainly a 'firing' action, but it's not like we're tossing around glow-in-the-dark ACME grenades or yelling, "Look out!" as they are being thrown.

In the end I eeked out a win, but just barely! Like I said when I came up a few points short on buying my army, "Close enough for government work!".

Chris - **Why I Was Spanked Like a Teenage Boy's Brittney Spears Daydream**

Well, that was a complete failure. Let me count my mistakes. I will start with my army selection. I had never run a Bauhaus army before and was disappointed at the way some of my squads performed. Indirect was not the game winner I had thought it would be. The first turn or two of the game Mark's army was compact enough to hit something, but once they spread out I could not land a shell for the life of me. The Strike Skimmer was not as devastating as I thought it would be. The 45-degree turning arc severely hindered it in a city battle. I could not maneuver well enough to take advantage of their speed. The Strike Kommandos were also very disappointing. Keeping in line with the bad army selection was the squad of Blitzers. Too many points to tie up in a squad that cannot take advantage of their ability when there is an enemy within 12".

We were playing a game of huge proportions on a 4' x 4' board. I should have though about that. The Vulkans were ripped apart by the purple sharks. I am still debating if the Vulkans deliver the right bang for their buck. Their short range means that they will be taking A LOT of shots, and a lot of shots is what takes 'em down. My deployment compounded the army selection problems. My Strike Skimmers just couldn't get a good line on where to go. What was envisioned to be a powerful flying wedge turned into a high school football team tripping as they burst through their homecoming banner. All that cheering and BANG!!! Nothing happened. The squads of hussars and the solo squad of Dragoons held the flank admirably though. Common troopers ruled the day.

All of this could have gone well if I had simply one the initiative roll for turn three. I believe the game hinged on that die roll. Had I won it I could have taken care of the Purple Sharks, avoiding the catastrophic damage that they did. Losing that roll cost me that entire right flank. The Mounted Hussars did a great job of pulling the Purple Sharks crew from their vehicles and giving them the old one-two. Their speed combined with decent armor and good a good close combat rating makes them a must in any Bauhaus army that goes on the offensive. When it comes down to it, I am the reason I lost. My lack of comfort with the entire army list, lack of knowledge of the effectiveness of some tactics, and poor deployment cost me the game. With these taken into consideration, I am surprised that I did as well as I did. At turn four the game was close, but there is no doubt in either of our minds that in the subsequent turns I would not have stood a chance had the game continued.

The Future

Do you have an idea for a battle report? It doesn't have to be an even fight. It could be a special scenario or mission, but of course, a regular ass kicking is always good too! Do you have a report with pictures that you want published? Send your ideas and requests to mark_theurer@netzero.net. Oh yeah, in future battle reports you can also expect more pictures and maps.

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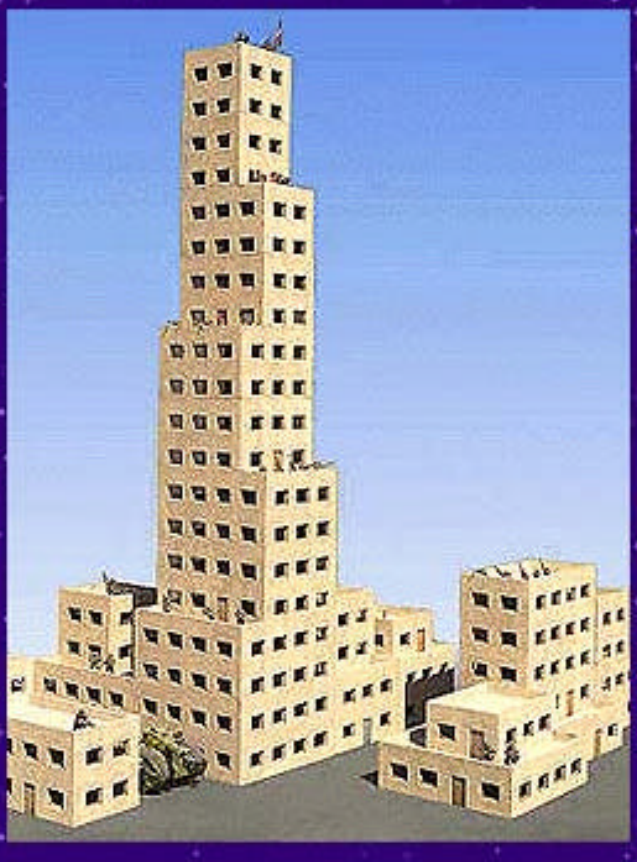

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Painting your miniatures – Starting Out

By Dave "Fristborn Canuck" Poole

One of the neat things about TTGs like Chronopia and Warzone is that they really are a three-part hobby. There's the collecting part of getting the figs you like the best to form you armies, the painting of miniatures and the gameplay itself. Now, there are also other elements that add to the fun such as the social aspect, and other things like doing conversions and making model terrain. All of these elements could almost be considered separate hobbies in their own.

Painting the models is something that some people spend a great deal of time on, others are satisfied doing a basic job and jumping into play, still others just want to play and don't care about the painting portion at all. There's nothing wrong with any of these approaches, each player will have to figure out what they enjoy the most and go from there. If you are one of those who wants to paint your figs, and are striving to do it at least to your own satisfaction, then maybe I can toss out a few pointers to help you get better results and make better use of your time.

First, why should I be talking about this? Well, I really have only been involved with miniatures for a little over 2 years now. That really isn't a lot of time, and in that span my painting has steadily progressed from blocky basic schemes (see photo 1 below) to the wet blending and custom colour [Dave is from Canada everyone. Mark] techniques I am trying today. I'm not about to win any Golden demon awards just yet but I can tell you about where I started and how I got to where I am now and maybe that will be helpful, especially to those starting out at it. Since I am still fairly new at it and am still learning I can tell you from a fresh perspective about starting out and building from there.

Probably the biggest thing that everyone has to realize about painting is there is always more to learn. I have seen countless gamers who do really good paint jobs and have been doing so for a long time but they are doing the same thing they did 10 years ago.

Now, many of these folks do really nice jobs and they are quite happy with it. That's fine, but if you want to improve, you have to try new techniques, new paints, new tools, etc… to constantly refine your technique. For me, that's half the fun. Trying something you have never done before can be quite intimidating, but once you've done it right a couple times it's really satisfying to see the results. Take for instance this Red Lotus Eater I painted (see photo 2 above). This is about the 7th or 8th model I have painted using wet blending techniques. While I still have a TON to learn about this, it was really fun to sit back after it was done and look at how it turned out. The blending on the cloak and the skin turned out better than I had hoped, and that just encourages me to further work on my technique to see how I can surprise myself next time. At the same time, I see a number of areas where I still need to improve and you learn as much from your mistakes, as your accomplishments.

But how do you learn new stuff? How do you improve? Well, there are a number of avenues open to you. When I first started out, my good friend Shep sat down with me and showed me the basics. He showed me how to clean up a fig before painting it. He showed me how to prime a fig and explained to me which primers he had used and what had worked and what hadn't. He explained to me his opinions on paint brands, where to buy brushes in our area, etc. This got me off to a great start and helped me avoid all kinds of errors and mistakes at the beginning. A friend or colleague who paints is a priceless resource. If you know such a person, sit down with them and pick their brain. Watch them paint, ask them questions, find out what you can (and for goodness sake buy them lunch or something for their trouble). While everyone develops their own techniques, likes and dislikes over time, this will give you the BEST starting point.

Now, once you've picked your friends clean, and painted a good bit on your own, there are other resources you can turn to. The internet is lauded for the massive amount of information that is available on it, and this is just as true for painting help. There are some wonderful sites out there with helpful articles, photos, etc to help you learn techniques. Two of the ones I have found the most helpful are Dr. Faust's painting clinic and Hot Lead (URLs supplied at the end of the article). These guys are both MUCH better painters than I am, and they feature articles aimed at beginners and more advanced articles for experienced painters looking to improve their techniques. I know there are many other sites out there as well so it wouldn't hurt to spend a little time searching for other sites and checking them out. You may not find everything on a given site useful or applicable to your techniques, but if you walk away with just one small new trick, then it was worth it. Over time, all these little tricks will build up to form your own repertoire.

Another fantastic way to learn new techniques is to attend conventions or events and look for paint jobs you really admire. Then find the painter and politely ask him how he did the various things that amaze you. Most painters are more than glad to share their secrets and nine times out of ten the thing you see as being impossible to do is really a simple trick well applied. Often at conventions you will even find painting classes or sessions taught by experienced painters. This is particularly true of the Target events where Linda, one of our Sharpshooters, often gives such sessions. I myself have benefited GREATLY from Linda's input and it's because of her that I am starting to try wet blending now. I'm not all that great at it yet but hey, I'm giving it a try. Last year such sessions were available at GenCon and the Target Expo. I don't know about GenCon but look for the sessions to pop up at the Target Expo again this year.

There are also many magazine sources you can turn to in order to improve your technique. Obviously, White Dwarf has covered painting techniques and there are a

LOT of back issues you can get to pick some things up. Also, the Chronicles issues produced to date have wonderful painting articles by Mark McNaught (who is now with I-Kore). For instance, I now use his technique for doing armour (mix of gunmetal, black paint and black ink, then highlight with gumetal, then finally highlight with violater metal) and I am still trying to get a handle on his "drawing out" technique. The armour technique has worked so well, that now a couple other guys in my crew [Dave runs a Sharpshooter warband in Atlanta, GA. Mark] have started using it as well.

Finally, I have found that inspiration is a key to making me work on my technique. Every time I start to get cocky and start thinking that I've got this painting thing figured out, along comes a new paint job to amaze me and kick me back down to earth. It's seeing those beautiful paint jobs that makes you go "how the heck did he do that?". For that reason, I always have a copy of Archives and the White Dwarfs with the Golden Demon winners floating around my place. Every once in a while I will leaf through them and admire paint jobs that are at least currently beyond my scope. Checking out the painting competitions at conventions is excellent inspiration as well, and you have

the added bonus of being able to go and talk to the painters about what they did.

I've mentioned a bunch of different ways that you can hear about or find out about painting techniques. From that, you simply need to give them a try and practice. Many things simply cannot be taught and you will pick them up with time. Probably the hardest one starting out is patience. You become so eager to see the model done that you rush the paint job. Face it, you are gonna make mistakes, lots of them but they'll play a big part in the learning process so don't beat yourself up over it. Worse case scenario, soak the fig in PineSol over night, scrub the paint off with a toothbrush the next day, rinse and start again. To this end, I know a lot of people who simply pick up bargain bin figs to practice on. They paint 'em, then strip 'em, paint 'em, strip 'em…. Just to practice various techniques. That's not a bad idea at all.

FC

canuck@judgescorner.com
www.judgescorner.com

A few painting websites selected by Dave

The Pewter Miniature Paint Shop
www.aranya.com/miniature/

Hot Lead
home.pacbell.net/lnlcoolj/Hot_Lead/index.htm

Dr. Faust's Painting Clinic
www.paintingclinic.com

Hirst Arts
Fantasy Architecture
Silicone Rubber Molds

Make your own Buildings out of Plaster of Paris.
Have the Freedom to Build Anything You Want
Create Buildings that Open or with Removable Sections.
Buildings will have Beautiful Stone Details Inside & Out!

Uses include:
Terrain for War Gaming
Displays and Dioramas
Model Railroads
Miniature Display Stands
Buildings for Role Playing

Http://Hirst_arts.tripod.com

How it works

Fill the mold.

Scrape the mold off.

Pop the blocks out.

Stack and glue.

Night of the living LEGIONNAIRES!

An ordeal in survival horror in Warzone by Chris Smith
sgtobidiah@yahoo.com

The following scenario can be used to simulate fighting conditions much worse that those found in a typical game of Warzone. Think of any of the movies where endless hordes of zombies are attacking a small band of stalwart defenders. The ultimate goal of the scenario is not killing all of the zombies, as that cannot be done. Rather, you will be working to keep the rotten ones repelled for a certain period of time. Careful use of ammunition, barricading doors and, of course, ingenuity will all help to determine if you survive or if you are thrown to the floor and end up with your ribcage torn open and having your innards eaten in front of you. I'll vote for the first one. You will need a GM (or a player to play the zombies) and 2-4 players (100 point armies each / No Dark Legion armies allowed) for this scenario.

The Setting

You and your unit are trapped in a large building, this can be of any kind, but preferably with one level for ease of play, but the building itself could be quite large taking up a good portion of the tabletop (4' x 4' table) with winding hallways and many rooms. There could also be several smaller buildings arranged very close to each other. There can be forces from various corporations in the same building all working together to keep the flesh-eaters at bay. You are surrounded on all sides by what seems to be an endless horde of legionnaires and to make matters worse you are starting to run low on ammo and the guns are starting to jam. You should designate a landing point for the rescue helicopter. This should be either in the center of the buildings if you are using several or by a main entry/exit point if you are using a single large building. The landing area should be a circle the size of the large explosion template.

Your Objective

Keep the hordes away from the inside of the building long enough for a rescue helicopter to arrive. If the place is swarming with the enemy they will not land, as you do not matter as much as losing an expensive vehicle would. The amount of turns depending on how big a distance you have between where the legionnaires start and the building is, but 4 to 8 turns should suffice. Have the players agree on a turn where the rescue helicopter will arrive. If the landing area has any zombies within 9" of any edge of the landing area the rescue helicopter will not come down. It will hover above the landing area for a maximum of 2 turns. These two turn will not extend the game past 8 turns. The rescue helicopter will land at the beginning of a turn.

Difficulty Level

Due to the lack of ammo and the weapons wearing out you can institute one of two levels of difficulty. Let the players decide on the difficulty level that is to be used.

1) On rolls of 19 your weapon jams and you must spend an action to make a LD test to unjam it. If you make the test keep on killing. If you fail the test it is still jammed and you might want to try again. On a 20 you are out of ammo. You'll want to make up some 'Out of Ammo' counters or use glass stones, pennies, etc… See the rules later for ammunition.

2) On rolls of 16-17 your weapon has jammed as previously described. On an 18-19 you are out of ammo and on a 20 the weapon breaks and is useless for the rest of the game.

Weapons that do not use ammo like swords cannot run out of ammo, duh!

Barricading

Barricading a window or door requires the following:

- Requires 2 persons 2 actions each.
- Place a barred counter outside the wall under the door or window.
- The Window or door is now blocked and must be broken down to get through.

A barricade cannot be shot down it has to be pushed and wrenched loose. For a normal human this is pretty easy it will take a successful LD test to push it down or pry it away. For a legionnaire this can be hard given their leadership.

If a model stands against a barricade the legionnaire gets half of his LD (round down) to test with. If someone is standing next to a barricade that is knocked down that model takes a dam 4 hit and is pushed 1 inch away from the barricaded window or door.

Ammunition

There should be extra ammo lying around. The GM will scatter these about after deployment. There will be one ammo counter for every non-zombie model on the board. If you play with the Difficulty Level 2 rules then halve the number of ammo counters. Use either spare weapons (Those weapon packs will come in very handy for this!) or counters for this. When a model who is without ammo crosses over one of these they lose the marker and are re-equipped with ammo. The Ammo marker is now gone from the table. You could really make the game a lot harder by having weapon-specific ammo out there. Shotgun shells, SMG clips, etc…

The Endless Horde

To represent an endless horde of legionnaires you should have at the least double the amount the cost of the squads in the building spent on the legionnaires hitting the table at the beginning of the game. The zombies have a 12" deployment zone that goes all the way around the table, surrounding the players. As they get killed remove them but not permanently. After the first turn start to roll each turn to see if any new ones pop up on the board. Use the table that corresponds to the difficulty level that you have chosen.

D20 Roll	*Difficulty Level 1*	*Difficulty Level 2*
1 – 8	No new Legionnaires	No New Legionnaires
9 – 14	Add 5 new Legionnaires	Add 10 new Legionnaires
15 - 20	Add 10 new Legionnaires	Add 20 new Legionnaires

The legionnaires never have to worry about their guns breaking or running out of ammo because they are not carrying any guns. They also do not have any command distance to each other and are not lead by anything. The legionnaires used in this scenario are a new variety. Some kind of crossbred experiment by Algeroth and Demnogonis that went wrong, or maybe right depending on your point of view

Legionnaire

CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
5	5	6	7	3	1	6	3	7	2	10

The are all armed with CC weapons that do ST+0 damage and are +0 to hit.

Fire, fire, fire. . .

If for some reason a person should use a flame-thrower inside or near a building, a fire could start. To represent this when any part of the template touches the inside of a building, that building will catch fire. A cotton ball will be placed where the contact was. Use one cotton ball for each firing action of the weapon that has contact with a building. At the beginning of each turn roll on the following table for each fire.

D20 Roll	*Effect*
1	Fire goes out
2	Fire maintains its size
11 – 15	Fire gains one cotton ball
16 - 20	Fire gains two cotton balls

Fires that gain cotton balls should have them placed by the GM. They must be touching another cotton ball in that specific fire.

B o o m ! (optional rule)

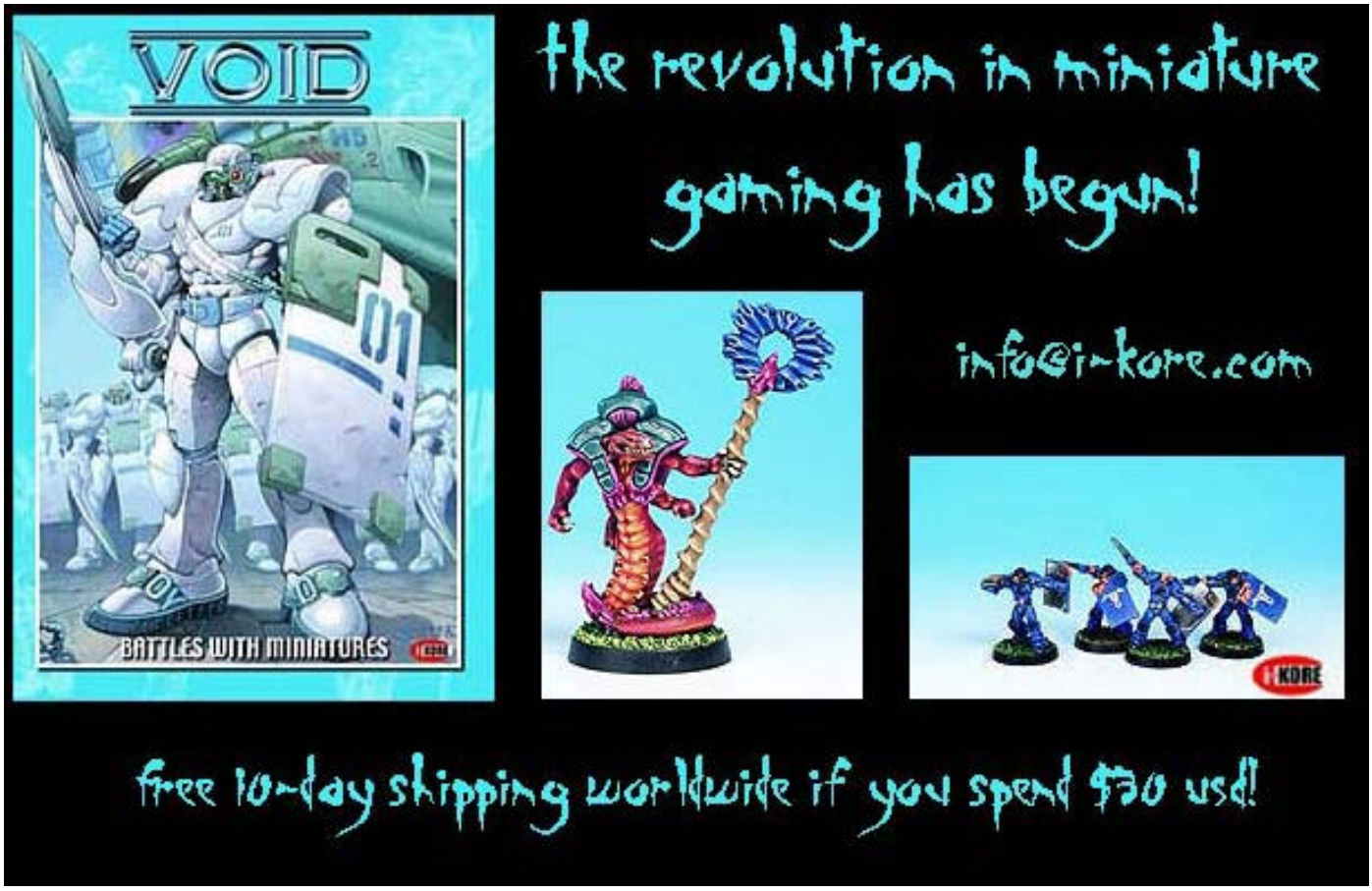
This is an optional rule if you wanna have some fun. The GM will place some barrels around and give them the following stats:

- Armor of 8
- When armor fails use explosion (75% chance of small / 25% chance of large) template at damage 10.
- Remove a barrel once it blows up.
- If the template hits other barrels they are automatically hit and there can be a chain reaction (lots of fun!)

You can shoot at them or if you are feeling suicidal you can hit them in CC (automatic hit).

Ending the game

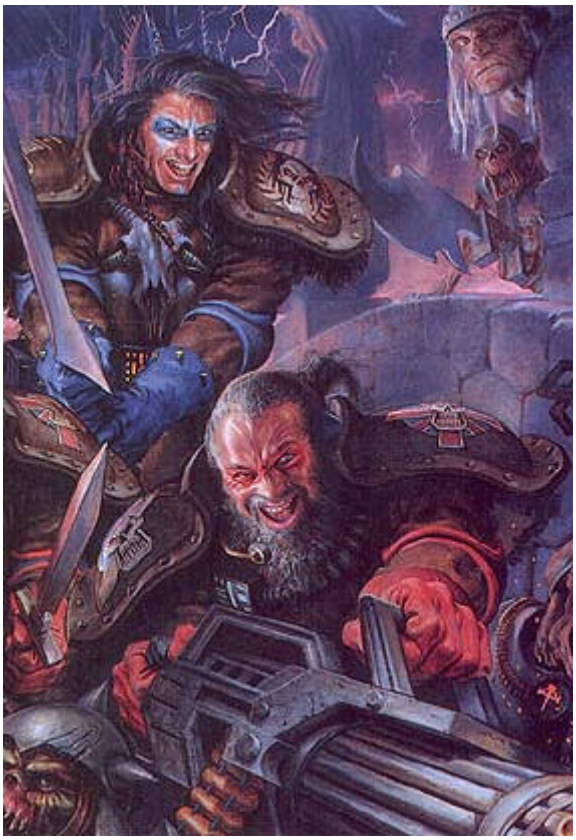
If all of the non-zombie models die then they lose. If you have a suitable model to use for the rescue helicopter that's great. If not just assume that it takes up the whole landing area template. If more than 5 zombies enter the landing area when the helicopter has landed the non-zombie players lose. Moving onto the landing area when the rescue helicopter is down puts you in it. The rescue helicopter is always counted as having a wait action and can use it as the very last action of a turn to take off. Players in the helicopter can choose to take off at the end of any turn or the helicopter will automatically take off at the end of turn 8, even if nobody is in it.



Ganymede: Imperial Wolfbane Forces of War

a supplement for Warzone by Nevile Stocken

First, a word from the Editor. Since the release of Forces of War books for Warzone has slowed down to a trickle (running uphill) many fans have started writing their own versions of FOW supplements. This is a great idea that I would like to encourage. If you have an idea for a FOW or already have one that is done that you would like to see in Fictional Reality please drop me a line at mark_theurer@netzero.net Please be aware though, that I am not in the business of reprinting information that can be found in the regular Warzone books. If you need that info then go out and buy the books. Any time that stats for troops are referenced they will only be printed if there is a change from the FOW book. Otherwise, an abbreviation for that troop type will be used Also, as other players will likely be using the FOW that are presented here they should all be thoroughly playtested and scrutinized. With that said, here is our first FOW. All graphics in this article are © Target Games.



The Birth of Imperial Ganymede

Despite its resoluteness, its ability to stand ground, and the ferocity of its mode of warfare, it became clear to Imperial that it was gradually losing ground in its battle to secure a permanent home base on the inner planets. Victories were costly and resources were becoming harder to replace. Eventually, Imperial was forced to look towards the outer planets to find its place. Thus began the drive to settle Ganymede, which orbits around Jupiter. The moons of Saturn were a natural alternative, but the opposition of the Brotherhood made such a choice politically unpalatable, and besides, nobody else wanted Ganymede.

The Terraforming engineers went to work, and gradually, the surface of the planet was made habitable. But all the skill and ingenuity of the landscaping engineers and atmospheric specialists could not alter one inescapable fact: Ganymede was a cold and wet, forbidding place, filled with daunting rugged mountains and icy seas. Though the soil in many parts proved rich and fertile, the vast majority of Imperial settlements clustered around the more temperate equatorial areas.

The Wolfbanes Emerge

The rugged, unforgiving hinterlands soon proved a magnet for the dispossessed of Imperial, for those who, for one reason or another, chafed at the yoke of Imperial's hide-bound, tradition-cluttered class system and social structure. Enterprising members of those born on the lower tiers of Imperial society, and the misfits and individualists unable or unwilling to adjust to the Imperial way of doing things, soon drifted to the outskirts of Imperial settlements and resolved to make their own way in the mountainous, forested wilderness of Ganymede. They gathered together, as outcasts often will, for mutual support and reinforcement. The ties of blood and circumstance soon evolved a social structure more in keeping with the harsh environment that they encountered: a structure at once more democratic, but in its own way twice as unforgiving as the one that they had left behind. It was a structure based on courage and strength, for the weak of body, of mind, of spirit could not survive - and didn't. Like the wolves that prowled the moors, they banded together, in packs, in families, in clans, and then in tribes, until the Wolfbane Nation was born. Not that there were any formal boundaries established, nor any governmental structures codified by statutory law. Such things they left to their effete cousins (well, effete in their eyes) in the equatorial areas and on Victoria. For cousins they were, even if they sometimes did not see eye to eye, and might have to settle differences with more than the toss of a coin.

Much of the rest of the history of Imperials and the Wolfbanes is already well known, but historians often overlook details. This volume attempts to fill in some of the gaps by taking a closer look to the military structure and the uniquely feral fighting ways of Wolfbanes.

Abbreviations

wb = Wolfbairn
wc = Wolfbane Commando
wcc = Wolfbane Commando Chieftain
wch = Wolfbane Commando Hero
mw = Mourning Wolf
mwc = Mourning Wolf Chieftainess
wh = Warhound
whc = Warhound Chieftain
hh = Headhunter
hhc = Headhunter Chieftain
hhh = Headhunter Hero
pt = Pathfinder
bz = Berserker
bzc = Berserker Chieftain
bzh = Berserker Hero
sg = Sean Gallagher
fb = Fenris Bike Rider
nm = Necromower

Wolfbane Army Composition

Clansman Squads

Wolfbairn
Wolfbane Commandos
Berserkers
Wolf Elders

Veteran Squads

Warhounds
Headhunters
Mourning Wolves
Pathfinders
Fenris Wolfbike Squads
The Wild Howlers

Vehicles

Fenris Rogue Warrior
Hedgehog Necromower
Hedgehog Necromower Hero

Personalities

Sean Gallagher
Nick Michaels
Boru MacCuhlain
Morrag the Wolf Witch
Morris the Jimmy
Douglas Laurie the Piper

Clansman Squads & Individuals

Wolfbairn

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
wb	wb	wb	wb	wb	wb	wb	wb	wb	wb	Wolfbairn	16
7	8	9	13	3	1	7	3	8	2	Wolf Elder	23
wb	wb	wb	wb	wb	wb	wb	wb	wb	wb	Grenadier Specialist	19
wb	wb	wb	wb	wb	wb	wb	wb	wb	wb	HMG Specialist	22
wb	wb	wb	wb	wb	wb	wb	wb	wb	wb	PLR Specialist	21

Wolfbairn are Wolfbanes in training. As such, they must be lead by a Wolf Elder, who is armed like a regular trooper of his type. If the Wolf Elder squad leader is killed any Wolf Elder may be detached from his squad and take over command of the leaderless Wolfbairns. To take over command of the squad the Wolf Elder must be within command distance of any single member of the Wolfbairn squad and use an action. A Wolfbairn squad may be part of a mixed Imperial Army / Wolfbane force, but in this case they must be lead by a Wolfbane Commando Chieftain.

Structure: SQUAD
4 - 12 Models
1 Wolf Elder (in an all-Wolfbane force only) OR 1 Wolfbane Commando Chieftain (if part of a mixed Imperial Army / Wolfbane force)
Up to 1 Wolfbairn Grenadier Specialist
Up to 1 Wolfbairn HMG Specialist
Up to 1 Wolfbairn PLR Specialist
May include up to 1 Specialist for every 4 non-Specialists

Special Abilities: Wolfbairn [All Wolfbairn, including the Grenadier, HMG and PLR Specialists, have the Special Abilities as presented on page 34 of the Warzone Forces of War book]
Wolf Elder Chieftain: [Camouflage, Ferocious Charge, Group Attack, Stealth and Tactical Sense]

Equipment:
Wolfbairn [As presented on page 34 of the Warzone Forces of War book]
Wolf Elder Chieftain [Claymore, Pistol and Grenades]
Wolfbairn Grenadier Specialist [Grenades, Sword and Pistol]
Wolfbairn HMG Specialist [As presented on page 34 of the Warzone Forces of War book]
Wolfbairn PLR Specialist [Chain, PLR and Pistol]

Notes:
- A Grenadier Specialist may pay +7 points to purchase a Smoke Canister.

Wolfbane Commandos

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
8	wc	wc	wc	wc	wc	wc	wc	wc	wc	Wolfbane Commando	19
9	wcc	wcc	wcc	wcc	wcc	wcc	wcc	wcc	wcc	Commando Chieftain	24
8	wc	wc	wc	wc	wc	wc	wc	wc	wc	Grenadier Specialist	22
8	wc	wc	wc	wc	wc	wc	wc	wc	wc	HMG Specialist	25
8	wc	wc	wc	wc	wc	wc	wc	wc	wc	Shotgun Specialist	21

Structure: SQUAD
- 4 - 12 Models
  - 4 - 12 Models
    - Up to 1 Wolfbane Commando Chieftain
    - Up to 2 Wolfbane Grenadier Specialists
    - Up to 1 Wolfbane HMG Specialists
    - Up to 2 Wolfbane Shotgun Specialists
  - May include up to 1 Specialist for every 3 non-Specialists

Special Abilities: All [As presented on page 34 of the Warzone Forces of War book except change Ferocious Charge for all Wolfbanes to Enhanced Charge and add Stealth to all Wolfbanes. The Grenadier Specialist has the same abilities as regular Wolfbane Commandos.]

Equipment:
- Wolfbane Commandos [As presented on page 34 of the Warzone Forces of War book.]
- Wolfbane Commando Chieftain [As presented on page 34 of the Warzone Forces of War book with the addition of Grenades.]
- Wolfbane Grenadier Specialist [Grenades, Sword and Pistol]
- Wolfbane HMG Specialist [As presented on page 34 of the Warzone Forces of War book.]
- Wolfbane Shotgun Specialist [As presented on page 34 of the Warzone Forces of War book.]

Notes:
- Grenadier Specialists may pay +7 points to purchase a Smoke Canister.

Wolfbane Commando Hero

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
10	wch	wch	wch	wch	wch	wch	wch	wch	wch	Commando Hero	30

Structure: INDIVIDUAL

Special Abilities: [As presented on page 35 of the Warzone Forces of War book except change Ferocious Charge to Enhanced Charge and add Stealth.]

Equipment: [As presented on page 35 of the Warzone Forces of War book with the addition of Grenades.]

Notes:
- As presented on page 35 of the Warzone Forces of War book.

Berserkers

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
bz	bz	bz	bz	bz	bz	bz	bz	bz	bz	Berserker	22
bzc	bzc	bzc	bzc	bzc	bzc	bzc	bzc	bzc	bzc	Chieftain	24
bz	bz	bz	bz	bz	bz	bz	bz	bz	bz	Standard Bearer	25

Structure: SQUAD
- 4 - 12 Models
  - Up to 1 Berserker Chieftain
  - Up to 1 Berserker Standard Bearer

Special Abilities: [As presented on page 36 of the Warzone Forces of War book with the addition of Enhanced Charge and Frenzy to ALL.]

Equipment:
- Berserker [As presented on page 36 of the Warzone Forces of War book.]
- Berserker Chieftain [Pistol, Pick Hammer and Grenades]
- Berserker Standard Bearer [As presented on page 36 of the Warzone Forces of War book.]

Notes:
- There must be at least 1 Wolfbane Commando squad in your army to field a Berserker squad.
- You may not field more Berserker squads than your combined total of Wolfbane and Wolfbairn squads.
- Other as presented on page 36 of the Warzone Forces of War book.

Berserker Hero

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
10	8	11	15	3	2	9	3	8	2	Berserker Hero	32

Structure: INDIVIDUAL

Special Abilities: [Same as for Berserker Chieftains with the addition of Give Orders to Berserkers only.]

Equipment: Claymore and Grenades

Wolf Elders

The lifetime of a Wolfbane warrior tends to be short and violent. Most die - and expect to - in their prime. Few survive to old age. Those who do, survive because of their skills as warriors, and an unusually large share of luck. Because of their reputation for luck, the younger Wolfbanes, and not a few of the more seasoned warriors, regard them with an attitude approaching awe. They are certainly treated with respect. Though they are well past their prime, they will tolerate nothing less, and suffer no fools gladly. Though they have visibly slowed down, no one ever cares to risk challenging them. Because they are slower of foot, they often go into battle as the backbone of an all-Wolfbane force. They won't fight for anyone other than their own for their mercenary days are over. Only the tribe and the clan and the nation matter. They concern themselves with the training of the young into a new generation of Wolfbanes, the young Wolfbairn. Aside from their almost ubiquitous grey and white hair and beards, Wolf Elders can be distinguished from other Wolfbanes by the distinctive blue or Grey Tam O'Shanter cap with the checkered head-band and purple-and-silver thistle blossom, and by the clan tartan pattern on the kilt that they wear into battle over their leg armour. Over the course of their long careers, over countless battles, they have taken trophies from fallen enemies and built up their highly individualistic armour piece by piece, which affords them an extra degree of protection that their slowed reflexes now deny them.

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
7	8	9	13	3	1	7	3	8	2	Wolf Elder	23
8	8	9	14	3	1	8	3	8	2	Chieftain	27
7	8	9	13	3	1	7	3	8	2	Standard Bearer	27
7	8	9	13	3	1	7	3	8	2	Grenadier Specialist	26
7	8	9	13	3	1	7	3	8	2	HMG Specialist	30

Structure: SQUAD

4 - 9 Models

Up to 1 Wolf Elder Chieftain
Up to 1 Wolf Elder Standard Bearer
Up to 2 Wolf Elder Grenadier Specialists
Up to 1 Wolf Elder HMG Specialist

May include a maximum of 1 Specialist for every 2 non-Specialists.

Special Abilities: All [Camouflage, Ferocious Charge, Group Attack, Stealth and Tactical Sense]
Wolf Elder Standard Bearer [Inspiring Leadership]
Wolf Elder HMG Specialist [Form Fire Group]

Equipment:
Wolf Elder [Shotgun, Longsword, Pistol]
Wolf Elder Chieftain [Claymore, Pistol and Grenades]
Wolf Elder Standard Bearer [Shotgun, Longsword and Pistol]
Wolf Elder Grenadier Specialist [Grenades, Longsword and Pistol]
Wolf Elder HMG Specialist [Heavy Machine-gun, Longsword and Pistol]

Notes:

- For +5 points per model you may purchase the Sweep skill. You must purchase the skill for all members of the squad or none.
- Grenadier Specialists may pay +7 points to purchase a Smoke Canister.
- The Wolf Elder Standard Bearer has the standard strapped to his back, which allows him to fight with both hands.
- Due to their dwindling numbers you may only have a single unit of Wolf Elders in your army.
- Wolf Elders may only be purchased for an ALL-Wolfbane army.

Wolf Elder Hero

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
9	8	10	14	3		9	3	9	2	Wolf Elder Hero	33

Structure: INDIVIDUAL

Special Abilities: Camouflage, Ferocious Charge, Group Attack, Stealth, Tactical Sense, Extra CC Attack and Give Orders

Equipment: Claymore and Grenades

Veteran Squads & Individuals

Warhounds

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
10	wh	wh	wh	wh	wh	wh	wh	9	wh	Warhound	28
11	whc	whc	whc	whc	whc	whc	whc	9	whc	Chieftain	30
10	wh	wh	wh	wh	wh	wh	wh	9	wh	Grenadier Specialist	32

Structure: SQUAD
4 - 8 Models
Up to 2 Warhound Grenadier Specialists
May include up to 1 Specialist for every 3 non-Specialists

Special Abilities: All [As presented on page 36 of the Warzone Forces of War book with the addition of Stealth. The Grenadier Specialist has the same abilities as regular Warhounds.]

Equipment:
Warhound [Warhammer and Pistol]
Warhound Chieftain [Warhammer and Pistol]
Warhound Grenadier Specialist [Warhammer, Pistol and Grenades]

Notes:
- Grenadier Specialists may pay +7 points to purchase a Smoke Canister.

Warhound Hero

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
11	9	11	15	3	2	9	3	9	2	Warhound Hero	39

Structure: INDIVIDUAL

Special Abilities: Ferocious Charge, Group Attack, Infiltrate, Immune to Fear, Give Orders, Extra CC Attack and Stealth

Equipment: Grenades and Warhammer

Notes:
- You must have at least 1 squad of Warhounds to purchase Warhound Heroes.

Headhunters

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
9	hh	hh	hh	hh	hh	hh	hh	hh	hh	Headhunter	28
10	hhc	hhc	hhc	hhc	hhc	hhc	hhc	hhc	hhc	Chieftain	30
9	hh	hh	hh	hh	hh	hh	hh	hh	hh	Shotgun Specialist	32
9	hh	hh	hh	hh	hh	hh	hh	hh	hh	Grenadier Specialist	31

Structure: SQUAD
4 - 12 Models
Up to 1 Headhunter Chieftain
Up to 1 Headhunter Shotgun Specialist
Up to 1 Headhunter Grenadier Specialist
May include up to 1 Specialist for every 3 non-Specialists.

Special Abilities: All [As presented on page 36 of the Warzone Forces of War book except change Ferocious Charge to Enhanced Charge and add Revolting versus all except Dark Legion.]

Equipment:
Headhunter [As presented on page 36 of the Warzone Forces of War book.]
Headhunter Chieftain [As presented on page 36 of the Warzone Forces of War book with the addition of Grenades.]
Headhunter Shotgun Specialist [Shotgun, Axe and Pistol]
Headhunter Grenadier Specialist [Axe and Grenades]

Notes:
- Headhunters may only be purchased for an ALL-Wolfbane army.

Headhunter Hero

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
11	hhh	hhh	hhh	hhh	hhh	hhh	hhh	hhh	hhh	Headhunter Hero	39

Structure: INDIVIDUAL

Special Abilities: Enhanced Charge, Extra CC Attack, Immune to Fear, Infiltrate, Cause Fear and Revolting versus all except Dark Legion

Equipment: Pistol, Sword and Grenades

Notes:
- You must have at least 1 squad of Headhunter to purchase Headhunter Heroes.
- Headhunter Heroes may only be purchased for an ALL-Wolfbane army.

Mourning Wolves

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
8	mw	mw	mw	mw	mw	mw	mw	mw	mw	Mourning Wolf	mw
9	mwc	mwc	mwc	mwc	mwc	mwc	mwc	mwc	mwc	Chieftainess	mwc
8	mw	mw	mw	mw	mw	mw	mw	mw	mw	Medic Specialist	16

Structure: SQUAD
4 - 8 Models
Up to 1 Mourning Wolf Chieftainess
Up to 2 Mourning Wolf Medic Specialists
May include up to 1 Specialist for every 2 non-Specialists.

Special Abilities: All [As presented on page 35 of the Warzone Forces of War book except change Ferocious Charge to Enhanced Charge.]
Medic Specialist [Medic]

Equipment:
Mourning Wolf [As presented on page 35 of the Warzone Forces of War book.]
Mourning Wolf Chieftainess [As presented on page 35 of the Warzone Forces of War book.]
Mourning Wolf Medic Specialist [As regular Mourning Wolf.]

Mourning Wolf Heroine

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
11	mwh	mwh	mwh	mwh	mwh	mwh	mwh	mwh	mwh	Mourning Wolf Heroine	mwh

Structure: INDIVIDUAL

Special Abilities: [As presented on page 35 of the Warzone Forces of War book except change Ferocious Charge to Enhanced Charge.]

Equipment: [As presented on page 35 of the Warzone Forces of War book.]

Notes:
- As presented on page 35 of the Warzone Forces of War book.

Pathfinders

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
7	pf	pf	12	pf	pf	pf	pf	pf	pf	Pathfinder	pf
7	pf	pf	12	pf	pf	pf	pf	pf	pf	Grenadier Specialist	32

Structure: SQUAD
4 - 8 Models
Up to 2 Pathfinder Grenadier Specialists
May include up to 1 Specialist for every 3 non-Specialists.

Special Abilities: All [As presented on page 36 of the Warzone Forces of War book with the addition of Stealth.]
Medic Specialist [Medic]

Equipment:
Pathfinder [As presented on page 36 of the Warzone Forces of War book.]
Pathfinder Grenadier Specialist [As a Pathfinder with the addition of Grenades.]

Notes:
- Grenadier Specialists may pay +7 points to purchase a Smoke Canister.

Fenris Wolfbike Squads

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
fb	fb	fb	fb	fb	fb	fb	fb	fb	fb	Bike Warrior	39
fb	8	10	13	fb	fb	8	fb	10	fb	Chieftain	51
fb	fb	fb	fb	fb	fb	fb	fb	fb	fb	Grenadier Specialist	45
fb	fb	fb	fb	fb	fb	fb	fb	fb	fb	Lupus Flamer Specialist	Fb
fb	fb	fb	fb	fb	fb	fb	fb	fb	fb	Standard Bearer	44

The profile for their bikes is as presented on page 37 of the Warzone Forces of War book.

Structure: SQUAD

2 - 5 Models

Up to 1 Fenris Wolfbike Chieftain
Up to 1 Grenadier Specialist
Up to 1 Lupus Flamer Specialist
Up to 1 Standard Bearer

May include up to 1 Specialist for every 1 non-Specialists. The Fenris Bike Standard Bearer is not considered a Specialist.

Special Abilities: All [Extra CC Attack]

Fenris Wolfbike Standard Bearer [Inspiring Leadership to Fenris Wolfbike squads only and while he is alive the squad is immune to fear.]

Equipment:

Fenris Wolfbike Warrior [Sword and Pistol]
Fenris Wolfbike Chieftain [Longsword, Pistol and Grenades]
Fenris Wolfbike Grenadier Specialist [Sword, Pistol and Grenades]
Fenris Wolfbike Lupus Flamer Specialist [As presented on page 37 of the Warzone Forces of War book without Grenades]
Fenris Wolfbike Standard Bearer [Sword and Pistol]

Notes:

- You must have at least 500 points of other troops, including Individuals, in your army per Fenris Wolfbike squad.
- The Chieftain loses his Sweep ability because he is riding on a vehicle.

Fenris Rogue Warrior

Fenris Rogue Warriors are a law unto themselves. Their families and clans are gone, slaughtered by rampaging forces of the Dark Legion. They follow no heroes, nor attach themselves to any clan or group. Paradoxically, they are, nevertheless, always drawn to other Wolfbanes, so they often find themselves a part of Wolfbane mercenary forces.

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
10	8	12	14	3	2	9	3	10	2	Fenris Rogue Warrior	62

The profile for his bike is the same as regular Fenris Bikes.

Structure: INDIVIDUAL

Special Abilities: Immune to Fear, 2 Extra CC Attacks, Inspiring Leadership +2, High Morale +2

Equipment: Longsword, Pistol and Light Flame-thrower

Notes:

- Gain Ferocious Charge versus Dark Legion and The Brotherhood, who they regard as secret agents of the Dark Legion.
- You may only have 1 Fenris Rogue Warrior in your army.
- Fenris Rogue Warriors will never give or take orders, not even from Sean Gallagher.
- The Fenris Rogue Warrior loses his Sweep ability because he is riding on a vehicle.

The Wild Howlers

The Wild Howlers are Sean Gallagher's henchmen. Some have been with him from the beginning of his career, and survived to tell the tale. Others have joined his band over the course of his life, drawn by Gallagher's charisma and his never-ending commitment to fighting the Dark Legion and all its works. They are his sworn men, pledged amongst themselves to die fighting to protect the life of their great leader. They are drawn from all ranks and tribes of the Wolfbane nation. They do not always appear by his side, but when they do, they take orders from nobody else. The group itself decides who is admitted to the band, and they care not for Headhunters, although they will fight alongside them.

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
		Per normal stats plus upgraded abilities below.								Chieftain/Chieftainess	+5
		Per normal stats plus upgraded abilities below.								Wolfbairn	25
7	8	9	13	3	1	7	3	8	2	Wolf Elder	32
		Per normal stats plus upgraded abilities below.								Wolfbane Commando	27
		Per normal stats plus upgraded abilities below.								Berserker	31
		Per normal stats plus upgraded abilities below.								Pathfinder	31
		Per normal stats plus upgraded abilities below.								Mourning Wolf	25
		Per normal stats plus upgraded abilities below.								Warhound	30

Structure: SQUAD
3 - 7 Models
1 Chieftain or Chieftainess [see below]
Up to 1 Wolfbairn
Up to 1 Wolf Elder
Up to 1 Wolfbane Commando
Up to 1 Berserker
Up to 1 Pathfinder
Up to 1 Mourning Wolf
Up to 1 Warhound
Up to 5 Specialists [Maximum of 1 of each type of Specialist, see below.]

Special Abilities [All have the special abilities per their normal profile with the addition of High Morale +2]
All HMG Specialists [Delete Form Fire Group]
Wolfbairn [Add Infiltrate and Stealth]
Mourning Wolf [Add Infiltrate and Stealth]
Berserker [Add Infiltrate and Stealth]

Equipment [All have the normal equipment for their troop type.]
Berserker [Pick Hammer and Pistol]

Notes:
- A Grenadier Specialist may pay +7 points for a Smoke Canister.
- The Wild Howlers can only be purchased if you have Sean Gallagher in your army.
- You may choose to deploy the Wild Howlers at the same time as Sean Gallagher, but if you do so they must be within Command Distance of him.
- You may also choose to deploy up to two members of the Wild Howlers with Sean Gallagher, forming a mini-squad, and the rest with the Wild Howler Chieftain.
- Sean Gallagher may assume command of the Wild Howlers simply by moving within Command Distance of any member of the unit and announcing that he is taking command. He is now the squad leader of the unit and is activated along with them. This does not take an action.
- The Chieftain or Chieftainess may not be a Berserker, Pathfinder or Wolfbairn.
- There can only be 1 of any type of Specialist and the Specialists you choose must be allowed by their squad type. As an example, if you take a Mourning Wolf you can either designate her as a regular trooper, the Chieftainess of the Wild Howlers or a Medic Specialist. If you do not take her as a Medic Specialist you will be without a medic as no other squads allow for that type of Specialist. Likewise, if you take a Wolfbairn and designate him as your PLR Specialist you could take a Pathfinder, but only as a Grenadier Specialist. Wild Howler Specialist cost more according to the table below:

Shotgun Specialist	+2 points
Grenadier Specialist	+3 points
HMG Specialist	+7 points
Medic Specialist	+2 points
PLR Specialist	+5 points

- You may only have a single squad of Wild Howlers in your army.

Vehicles

Hedgehog Necromower

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
nm	nm	nm	nm	nm	nm	nm	nm	nm	nm	Hedgehog Necromower	nm
8	7	10	14	3	1	8	3	8	2	Berserker Outrider	25

The profile for the Hedgehog Necromower is as presented on page 37 of the Warzone Forces of War book.

Structure: INDIVIDUAL
1 Hedgehog Necromower and up to 2 Berserker Outriders at a cost of 23 points each. Up to one Berserker Outrider per Necromower may be upgraded to carry regular grenades for +2 points.

Special Abilities:
Driver [As presented on page 37 of the Warzone Forces of War book]
Berserker Outrider [As regular Berserkers with the addition of Frenzy]

Equipment:
Driver [As presented on page 37 of the Warzone Forces of War book]
Necromower [As presented on page 37 of the Warzone Forces of War book]
Berserker Outrider [Pick Hammer and Pistol]

Notes:
- If a squad of Berserkers is part of your army, you may purchase one or more units of up to 2 Berserker Outriders each. These are purchased for the point costs indicated. You may not field more Berserker Outriders than the total of all other Berserkers in your army. You may only buy Berserker Outriders as an upgrade to Necromowers. Berserker Outriders always ride into battle hanging on to the back of a Necromower. They are treated as crew members of the vehicle for purposes of Ranged Combat against the vehicle. *With Berserkers aboard, the driver of the vehicle is always the last casualty*. An outrider embarks or disembarks from a Necromower by using an action. He may use these actions to interrupt the actions of the vehicle at any time during its activation. Once interrupted, the vehicle waits for the Outriders to complete their actions before continuing with its own actions. All outriders on a given vehicle must disembark at the same point, and maintain squad coherency with each other. Outriders are too busy hanging on for dear life to be able to initiate CC while the Necromower is moving. They may strike back if attacked though. When attacked in Close Combat in this way, they are considered to dismount automatically.

Personalities

Sean Gallagher

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
sg	sg	sg	sg	sg	sg	sg	sg	sg	sg	Sean Gallagher	47

Structure: INDIVIDUAL / PERSONALITY

Special Abilities: As presented on page 36 of the Warzone Forces of War book, except change Ferocious Charge to Enhanced Charge and add Stealth and Sweep.

Equipment: As presented on page 36 of the Warzone Forces of War book with the addition of Grenades and the Amulet of the Wolf.

Notes:
- If Sean Gallagher dies all Wolfbanes in your army Frenzy.
- You may not purchase Heroic Abilities or Clan Relics for Sean.
- You may have a maximum of 1 Sean Gallagher in your army.
- The Amulet of the Wolf is an old Gallagher family heirloom that give Sean Weapons Immunity 7 against missiles.
- Sean may also hitch a ride on a Necromower as if he were a Berserker Outrider. Additionally, if you have purchased the Wild Howler squad and it contains a Berserker, he may ride along with Sean Gallagher making up a pair of Outriders. . While riding in this way he (they) is subject to the same vulnerabilities as other Berserker Outriders.

Nick Michaels

Nick Michaels is unemployed. All that training and all the famous Michaels luck still keeps him on the dole at the unemployment office in Victoria. It's been a long and rocky road for old Nick. To be sure, there have been harder times - but also better. The worst is the boredom that comes from idleness. Not for a man of action! Not for a man with the blood of Highlanders in his veins! Not for Nick Michaels! The smell of the heather; the mist on the heath; the howl of the wolf on the moor echo through his racing memories. Two laughing Wolfbanes swaggering down the street in search of a pub and a barmaid's cuddle finally trigger his resolution. Margitte Seamusdotir's den sits somewhere off-world in the middle of a remote section of the Asteroid belt. She is his widowed sister, a Mourning Wolf, and a seer of some note. It has been too long since Michaels has connected with his clan. It is a short ride by taxi to the Starport, but it is a fine morning. Nick Michaels rises to his feet and begins walking…

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
9	9	10	14	3	2	8	3	9	2	Nick Michaels	45

Structure: INDIVIDUAL / PERSONALITY

Special Abilities: Immune to Fear, Jungle Fighter, Camouflage, Stealth, Climb, Infiltrate, Extra CC Attack and Give Orders to Pathfinders.

Equipment: Machine Pistol, Sword and Shotgun

Notes:
- You may not purchase Heroic Abilities or Clan Relics for Nick.
- You may have a maximum of 1 Nick Michaels in your army.
- Nick Michaels is famous for his luck. Once per game he may change one of his die rolls from a failure to a success. He may only affect one of his die rolls in this manner, not those of other models.

Boru MacCuhlain

Boru MacCuhlain is old and blind. He is a Wolfbane Shaman gifted with the power to communicate with birds, most notably, wolfhawks. They serve as his eyes and ears to see and hear things far away. This enables him to walk and run normally, as he sees through the eyes of his familiars. He has an innate sense of place, which gives him the ability to fight in Close Combat normally, despite his handicap. He carries the Shillelagh of Wutan, which enables him to strike his opponents within Point Blank range as if they were adjacent. Unless they are, of course,

they can't strike back. He is accompanied by a flock of wolfhawks, who remain hidden in the nearby vegetation until he calls them forth to battle. He carries a pouch of healing herbs that he can use to heal the wounds of others as well as his own. He wanders the mountainous wilderness of his homeworld as an elusive figure, difficult to see, but always mysteriously present on the field of battle when he is truly needed.

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
7	7	13	14	3	2	7	3	9	2	Boru MacCuhlain	39
5	0	6	7	3	1	5	6	5	1	Wolfhawk	11

Structure: INDIVIDUAL / PERSONALITY
Boru MacCuhlain and up to 7 Wolfhawks at an additional cost of 11 points per Wolfhawk.

Special Abilities:
Boru [Regenerate 10, Medic, Sweep, Stealth, Jungle Fighter and Rally Others]
Wolfhawk [Stalk, Camouflage, Jungle Fighter, Ferocious Charge, Group Attack and Aerial Attack]

Equipment:
Boru [Shillelagh of Wutan]
Wolfhawk [Beak]

Notes:
- Boru sees through the eyes of his Wolfhawks. If all of them are killed his actions are reduced to 2, he loses his Stealth and Jungle Fighter abilities, and loses the ability to attack with his Shillelagh of Wutan at range.
- The Wolfhawks must be deployed within a linear distance of 12" from Boru. They may be deployed at any Height Band.
- If Boru is killed the Wolfhawks disperse and take no further part in the battle.
- You may not purchase Heroic Abilities or Clan Relics for Boru.
- You may have a maximum of 1 Boru MacCuhlain in your army.

Shillelagh of Wutan

The Shillelagh of Wutan is a mighty staff of oak that strikes terror into Boru MacCuhlain's opponents. With it, Boru may attack any single opponent within Point Blank Range as if he were in base-to-base contact. The staff does not stretch. MacCuhlain simply transfers the strength of his attack to a long distance opponent. He may also perform Sweep attacks, just as if it were a Claymore, on enemies in base-to-base contact.

CC	PB	Short	Medium	Long	Extreme
0 / ST+3	-2 / ST+3	n/a	n/a	n/a	n/a

Two-Handed Weapon
Opponents in base-to-base contact with a warrior armed with the Shillelagh of Wutan suffer -1 to hit.
The Shillelagh of Wutan gains the Sweep Attack heroic ability.

Morrag the Wolf-Witch

Morrag is a former Mourning Wolf who has taken to the wilds. She has an affinity for wolves, and is the leader of a pack of them. Her name is spoken of with dread, even amongst the Wolfbanes themselves. There is a legend told by Wolfbane bards that Morrag is not really human, but the immortal mother of all Wolfbanes, who is always ready to protect her children in the battle against the forces of the Dark.

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
8	6	13	15	3	2	8	3	8	2	Morrag	42
8	0	8	9	3	1	8	3	6	2	Wolves	16

Structure: INDIVIDUAL / PERSONALITY
Morrag the Wolf-Witch and 1 - 4 Wolves at an additional cost of 16 points per wolf.

Special Abilities:
Morrag [Immune to Fear, Stalk, Jungle Fighter, Camouflage, Group Attack and Ferocious Charge]
Wolves [Stalk, Jungle Fighter, Camouflage, Group Attack and Ferocious Charge]

Equipment:
Morrag [Two Wolf Claws]
Wolves [Teeth and Claws]

Notes:
- Once per turn Morrag may expend 1 action to emit the Wail of the Wolf. Enemy troops within 6" must make a LD rest or suffer the effects of failing a fear test.
- The wolves can detect stalking troops within 6". Unseen Assailants cannot deploy within 6" of a wolf.
- You may not purchase Heroic Abilities or Clan Relics for Morrag.
- If Morrag is killed the wolves disperse and take no further part in the battle.
- You may have a maximum of 1 Morrag the Wolf-Witch in your army.

Morris the Jimmy

Morris the Jimmy is a former Pathfinder, who, between battles, developed a love for flying machines and tinkering with them. As a result, he cobbled together a serviceable, if somewhat primitive and unsightly, flying vehicle. He now fights alongside Wolfbane forces by fulfilling his original Pathfinder role scouting and reconnaissance from the air. He no longer bothers with camouflage, or uses his chains (except to hold together parts of his improvised vehicle). In the course of his career, he has acquired a variety of weapons, which he uses as the impulse

dictates, from the seat of his flying machine. The vehicle itself is not quite as fast or maneuverable as those of other forces, but it works, after a fashion. Morris the Jimmy is fond of snakes, especially poisonous ones, which he likes to toss from his Rotoflyer onto his enemies below. He never carries more than one with him into battle. The snake is optional, and must be purchased separately for the point costs indicated.

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
6	7	9	11	3	2	7	3	7	2	Morris the Jimmy	55
12	0	5	6	3	1	3	3	4	1	Kali the Cobra	10

MP	W	MV	A	S	
3	2	0/5	8	3	Rotoflyer

The Rotoflyer is an open/flying vehicle. If hit, use the following hit allocation table.

D20 Roll	Location	Effect
1 - 12	Vehicle	Make a save using the Rotoflyer's Armour. Any damage is repairable, but only after landing.
13 - 16	Pilot	Failure to survive Damage causes vehicle to crash. Vehicle crashes to the ground in a random direction half the number on a D20 rolled, rounding up. Use the deviation template to determine direction. The vehicle explodes in a fireball equal in diameter to the small template. Any one touched by the template takes an automatic Damage 12 fire damage.
17	Motor	The engine is dead. Vehicle settles to the ground in place. The vehicle and pilot take damage in the same manner as if the tail rotor was damaged, but the vehicle is beyond repair.
18	Tail Rotor	Vehicle settles to the ground in place. Vehicle and Pilot take a hit of Damage equal in Strength to twice the height band. Damage is repairable after landing.
19	Overhead Rotor	Vehicle plunges to the ground. It and the Pilot take Damage of Strength equal to 3 times Height Band. Damage to vehicle is beyond repair.
20	Fuel Tank	Vehicle explodes in a ball of flame equal in size to the small template, killing and burning the pilot beyond the ability of a medic to revive. If the vehicle explodes at Height Band 1 or landed anyone within the area takes Damage 12 fire damage.

Structure: INDIVIDUAL / PERSONALITY
Morris the Jimmy and up to 1 spitting cobra (Kali) for an additional 10 points.

Special Abilities:
Morris the Jimmy [All of the skill that regular Pathfinders get except for Camouflage and Infiltrate]
Kali the Cobra [First Strike and Snake Attack]

Equipment:
Morris the Jimmy [Rotoflyer, Pistol and Grenades]
Rotoflyer [Mounted PLR]
Kali the Cobra [Snake Venom]

Notes:
- You may have a maximum of 1 Morris the Jimmy in your army.
- You may not purchase Heroic Abilities or Clan Relics for Morris the Jimmy.
- Morris the Jimmy may buy up to 2 Smoke Canisters at a cost of 7 points each. Smoke Canisters cannot be used as part of an engage action.
- If the Rotoflyer crashes the Smoke Canisters will not survive the fall and are useless from that point on.
- Morris the Jimmy may attempt to repair the vehicle of damage as long as he is on the ground. To do this, he uses his Leadership, minus the size of the vehicle, each action that he attempts a repair. Each attempt expends 1 action, whether or not he succeeds. Some damage, as noted, is not repairable. Assuming Morris survives a crash, he then functions as an independent Pathfinder from that point forward, using the weapons and skills he has been allotted.

Douglas Laurie the Piper

Douglas Laurie plays the legendary bagpipes of Wallace McHugh, a family heirloom handed down to him from several generations ago. The power of the pipes to inspire Wolfbanes is well known, but they are also able to disconcert the enemy. Douglas Laurie is an ordinary man, with the normal fighting qualities of a typical Wolfbane. But he is an extraordinary piper. From his beloved instrument he evokes the memories of glory days, of the sounds of battle, the smile of a laughing lass, and heady taste of the Highland malt. No Wolfbane, whether adopted or clan borne, remains unaffected by the music of Douglas Laurie and his magical pipes. No enemy within earshot is immune, either. For the keening wail evokes impending doom at the hands of the savage Wolfbane horde.

CC	RC	PW	LD	AC	W	ST	MV	A	S		Cost
8	6	10	23	3	1	7	3	7	2	Douglas Laurie	33

Structure: INDIVIDUAL / PERSONALITY (Special Squad Member)

Special Abilities: Immune to Panic and Fear plus any abilities of unit joined.

Equipment: Sword, Pistol and Bagpipes

Notes:

- You may have a maximum of 1 Douglas Laurie the Piper in your army.
- You may not purchase Heroic Abilities or Clan Relics for Douglas Laurie the Piper.
- Even though he is purchased as an Individual, you must attach him to a squad in your army. He is considered a 'normal' member of the squad and gains the special abilities that that are standard for the squad. He gains no equipment.
- The unit that he is associated with gains +1 LD while he is alive.
- If all members of his unit are slain he may then join another unit by moving into Command Distance of the new unit.
- Once per game Douglas can expend one action to play a tune called "The Lay of Bonnie Perrin", a particularly strident and dissonant melody that has the following effects all units within a 12 inches of Douglas. Place a marker next to each squad or individual that is affected. The unit that Douglas is associated with is affected immediately. If a unit has already been affected when he plays the pipes the result take affect next turn.

D20 Roll	Effect
1 - 7	Friendly Units: No Effect Enemy Units: No Effect
8 - 10	Friendly Units: Immune to Panic. Enemy Units: Immediately make a LD test against Panic.
11 - 13	Friendly Units: Immune to Fear. Enemy Units: Immediately make a LD test against Fear.
14 - 16	Friendly Units: Gains 1 action for this turn. Enemy Units: Loses 1 action for this turn.
17 - 18	Friendly Units: Subject to Frenzy. Enemy Units: Subject to Frenzy.
19 - 20	Friendly Units: Gains 1 Extra CC attack and 1 Extra RC attack this turn. Enemy Units: Loses all actions for this turn.

New Special Abilities

Form Fire Group

Clarification for Wolfbane Armies. Models with this special ability do not need to be of the same unit type to form a fire group.

Stealth

Models with this Special Ability may use an action at the beginning of the turn, to move without firing for the rest of their actions. They receive a -2 to be hit bonus (in addition to normal bonuses for cover and camouflage) until their next activation. To maintain the benefits of stealth for a subsequent turn without using an action on their next turn they must end their current turn in stealth under cover or prone. Troops must be at least 12 inches away from enemy eyes while standing or 6 inches away while prone to receive the benefits of stealth. Similarly to Stalkers, the benefits of stealth are also lost if within 12 inches of enemy canine troops. The use of stealth must be declared at the beginning of the unit or model's activation, and must be maintained until the end of the turn despite enemy actions. Units using Stealth may go on Wait, but if the Wait is used for any reason, Stealth status is lost.

Frenzy

Units or models subject to Frenzy must move towards the nearest non-vehicle enemy models not already engaged in combat that is within 18" and in line of sight. They receive a bonus of +1 to Movement, and +1 to hit and damage in close combat in addition to normal combat bonuses. Frenzy is lost if unable to contact enemy troops by the end of the following turn. If no enemy is in charge reach, they must move towards the nearest enemy in an attempt to make contact. Frenzied troops may not Wait, go Prone, Dive for Cover, or move with Stealth. Frenzy is lost if unable to make contact with enemy troops by the end of the following turn.

Aerial Combat

Models with this skill may engage other airborne models in Close Combat as if they were on the ground, except that they may disengage from any combat, including hand-to-hand combat on the ground, at will without having to take a Leadership test, or incurring damage. This skill may not be used to initiate Close Combat against Closed Vehicles that are in the air. Against Open Vehicles in the air, models with this skill must attack and kill the passengers first before attacking the pilot. Any hit on a crewman that doesn't result in a wound causes the Pilot of the vehicle to take a Leadership test once per turn. Failure of this test forces the vehicle to drop 1 height band. Any hit on the Pilot that doesn't wound causes the Pilot to take a leadership once per hit, with the same result. No more than 3 such tests need to be taken by the pilot during any turn, regardless of the number of hits registered on either the pilot or the crew. Hits registered on the vehicle itself, should fliers with this skill choose to attack it, do not force a Leadership test, only hits on the pilot or crew. If the vehicle reaches Height Band 0 in this manner, it crashes killing pilot and crew. Models with the Aerial Combat skill who are in hand to hand with the pilot when it crashes must pass a Leadership test to avoid being killed in the crash. Regardless of which crew members the models with this skill attack, they are considered to be in base to base contact with all occupants of the vehicle. Models with the Aerial Combat skill who are themselves engaged in Close Combat in the air do not have to take Leadership tests to avoid losing altitude.

Snake Attack

If Kali is purchased for Morris the Jimmy, he may use it as follows: Once per game, Morris may hurl Kali onto his enemies below, who must be within 6 inches linear distance from the vehicle. Morris nominates his target and tosses Kali out of her sack at him by using 1 action and his RC skill. If the ""shot" misses, it deviates just as if it were a ranged template weapon. The snake will land up to 3 inches away from the

intended target spot, and will attack any target that it intercepts along the line of deviation, using one of its 3 actions to do so. All actions for Kali are resolved before returning to the remaining actions of Morris the Jimmy. Opponents that are on Wait may use their Wait action to dodge away from the snake just as if they were diving for cover from a tossed grenade or other template missile weapon. Kali will attack any living object that it comes in contact with. If Kali ends an action out of contact with enemy troops, it will move randomly (use the Direction Template) up to 3 inches per action until the end of its activation. If it has not engaged in Close Combat with an enemy by the end of the turn, it will wander off into the surrounding area and take no further part in the battle. Airborne flying models cannot be attacked with Kali.

New Equipment

Smoke Canisters

These cumbersome canisters of smoke require a primitive sling to throw effectively. They emit a cloud of dense, persistent smoke that significantly reduces visibility, providing cover for troops to advance through.

CC	PB	Short	Medium	Long	Extreme
n/a	0 / 0	-2 / 0	n/a	n/a	n/a

Indirect Fire Weapon
Ranged Template Weapon
One use per game
Requires two actions to use
May target any point on the battlefield within range of the user
Uses the Large Explosion Template
Visibility through the smoke is hampered and RC suffers as follows:
Turn thrown = -3 to hit
2nd turn = -2 to hit
3rd turn = -1 to hit
4th turn = Cloud dissipates at the beginning of the turn
Targeting modifiers are cumulative if you are firing through multiple smoke templates, but your target must be covered by the template, not just touched by it, for the shooter to suffer the RC modifiers above.

Longsword

CC	PB	Short	Medium	Long	Extreme
0 / ST+1	n/a	n/a	n/a	n/a	n/a

One-Handed Weapon
Opponents suffer -1 to hit when fighting an opponent that is armed with a Longsword.

Power Hammer

CC	PB	Short	Medium	Long	Extreme
-1 / ST+3	n/a	n/a	n/a	n/a	n/a

Two-Handed Weapon
Anti-Tank

Claymore

CC	PB	Short	Medium	Long	Extreme
-1 / ST+3	n/a	n/a	n/a	n/a	n/a

Two-Handed Weapon
Models armed with a Claymore gain the Sweep Attack heroic ability.

Pick Hammer

CC	PB	Short	Medium	Long	Extreme
0 / ST+2	n/a	n/a	n/a	n/a	n/a

Two-Handed Weapon
Each wound inflicted with a Pick Hammer reduces the CC and Armour of the wounded model by 1.

Snake Venom

CC	PB	Short	Medium	Long	Extreme
0 / 14*	n/a	n/a	n/a	n/a	n/a

A victim of a Snake Venom hit must save at least once. He must also make as many savesas he has wounds, or take damage. If the Wounds inflicted exceeds the number of wounds the victim began the game with, he may not be revived by a medic.

Heroic Abilities

Any Hero, or Heroine, other than Personalities, may purchase either a single Heroic Ability or a single Clan Relic.

Sweep Attack

Once per turn, an Individual with this Heroic Ability, with a Claymore, other 2 handed weapon, or a Longsword, may, on his activation, perform a Sweep Attack and engage up to 3 opponents in Close Combat. To do so, he must be in base-to-base contact with all three opponents, and must not be in base-to-base contact with friendly troops. All opponents must be in a 180-degree arc of their attacker. This attack takes 2

actions. If this attack takes place during the charge then the usual Charge bonuses to hit and damage apply. Please note that a weapon listed as being able to sweep denotes its potential, only. The individual must still purchase the ability separately, unless the Clan relic specifically confers it on the user.
5 points

Deathsong of Fergus McKain

This is an ancient dirge sung by a Hero in the middle of battle when he is on the point of death. A model with this Heroic ability who is down to 1 wound expends an action either just prior to a charge, or, if in combat, already, during the combat (it counts like an engage, without limitations), to sing his Death song. If he fails to survive the combat, he nevertheless continues to fight another turn of combat. Since he is already dead, the enemy's blows have no effect, but targeting restrictions may force them to target him anyway. This is a Heroic Ability often found amongst Berserker Heroes.
15 points

Roar of the Elder Wolf

Once per game, a Hero with this Heroic Ability may make a Leadership test and rally all panicked units in his Line of Sight.
5 points

Clan Relics

Any Hero, or Heroine, other than Personalities, may purchase either a single Clan Relic or a single Heroic Ability.

Rune Sword of MacHaughen

The Rune Sword of MacHaughen is an ancient clan relic that is inscribed with runes that detail the lineage of its original owner Magnus MacHaughen.

CC	PB	Short	Medium	Long	Extreme
-1 / ST+2	n/a	n/a	n/a	n/a	n/a

Two-Handed Weapon
Gives the user the Sweep Attack Heroic Ability.
Boosts the users ST by +1.
7 points

Burning Blade of Roahld Dru

The Burning Blade of Roahld Dru is a Longsword that once belonged to an ancient hero of that name, who, according to legend, slew a minion of the Dark Legion and took his sword. It is a dangerous and unwieldy weapon to use.

CC	PB	Short	Medium	Long	Extreme
-2 / ST+0	n/a	n/a	n/a	n/a	n/a

Two-Handed Weapon
The user may not use the Sweep Attack heroic ability when using the Burning Blade of Roahld Dru.
Opponents who take damage from this weapon must keep making saves until they die or successfully save.
9 points

Loki's Toe

Loki's toe is a bone from the rear leg of Loki, a legendary wolf known for his swiftness.

CC	PB	Short	Medium	Long	Extreme
n/a	n/a	n/a	n/a	n/a	n/a

A hero with this relic gains 1 extra action per turn.
10 points

Death Axe of Mingus Cae Dugaun

Mingus Cae Dugaun was the first chief of the Headhunters pack. This relic has been handed down from generation to generation through right of combat upon the death in battle of the previous owner.

CC	PB	Short	Medium	Long	Extreme
-2 / ST+3	n/a	n/a	n/a	n/a	n/a

Two-Handed Weapon
The Death Axe of Mingus Cae Dugaun gives the wielder the Sweep Attack heroic ability and the Killing Stroke special ability.
15 points

Soul Hammer of Lazaric the Gaunt

This legendary weapon is a relic from the times of the Dark Wars. It is said to suck the life force of the slain and bestow in unto the wielder of the weapon.

CC	PB	Short	Medium	Long	Extreme
-1 / ST+3	n/a	n/a	n/a	n/a	n/a

Two-Handed Weapon
Anti-Tank
If a hero armed with the Soul Hammer of Lazaric the Gaunt uses it to cause a wound to an enemy in close combat the hammer will suck the draining life force from the foe. Any time after this occurs this life force can be transferred into the user. This can only be done once per battle and does not take an action.
11 points

Army Composition

A mixed Imperial Army / Wolfbane force may be either 75% Imperial Army and 25% Wolfbane OR 25% Imperial Army and 75% Wolfbane.

Designer's Notes

Credits

There are a number of people to whom I am greatly indebted in bringing this work to the level of reality that you see here:

First and foremost, is Mark Theurer, the editor of Fictional Reality, who agreed to publish it, and whose patient guidance and feedback in its development kept work focused and on target. [It's my pleasure! Mark]

Next, to the members of the three playtest groups who gave all these troops a run for their money, testing and re-testing evolving concepts and profiles: Thank you! Without your detailed feedback this opus could not have reached the level of balance and playability that it has achieved. Chromek Natorek and his friends in Poland, 'Wulu' and 'Dziura' gave almost everything a major workout. John Wright and Steve Treatman in Lancaster, CA tested it exhaustively, and the San Francisco group, Ron Boggs, Mark and Jamar gave me detailed commentary after playtesting.

Point costs for all the troops were based on the work done by 'Griefbringer' and 'Lt. Craggs' from the Warzone forums, as well as feedback from several quarters. Smoke Grenades evolved from a long thread on the Mailing list some months ago that discussed concepts and ideas on the subject by T. Jordan 'Greywolf' Peacock. Comments on the subject by 'MacGregor' helped to make needed corrections and tighten up the rules for them.

MacGregor also suggested the structural format that I have followed in organizing the forces in this volume. Cynon's queries about the Headhunters enabled me to expand on their background. Conversations with 'Grumbles' , Jim Davidson and Wolfsinn on various topics covered helped to sharpen their focus. Lord Rice's comments about being allowed to "kill things" were much appreciated, as were the encouraging comments of others on earlier versions of the work.

Adamo suggested the inclusion of background 'fluff', which I have attempted to do to the best of my ability. The idea of a Wolfbairn PLR Specialist came from a post by Erich Brackmann on the forums, which I mined for other bits and pieces as well. Thanks to all who contributed, knowingly or unknowingly.

General Approach

When Warzone II came out, it was hailed as a much-needed improvement over Warzone I. Even though most people recognized that much of the flavour of the old game was gone these improvements in playability more than made up for the loss of colour. And yet, as I continued playing the new Warzone, that loss became more apparent, and I missed features of the old version more and more as time went on. I was not alone in this opinion. Time after time, in conversations with now FORMER Wolfbane players, I kept hearing the same refrain: that the Wolfbanes are a shadow of their former selves. Their wildness and barbarian ferocity is gone, replaced by mediocre fighting troops who are unable to survive long enough to get into combat, and whose combat abilities are crippled on the one hand by a Close Combat system that overwhelmingly favours missile troops at the expense of their Close Combat counterparts; and on the other, by profile stats that are ordinary at best.

In taking on the task of constructing a FOW for the Wolfbanes, I did not want to address the problems inherent in the Close Combat system. That is a subject for debate that I wanted to stay away from in this work. Such a subject requires extensive discussion and debate, with proposal and counter-proposal evolving a new combat system step by step towards a new consensus. This is already taking place very effectively elsewhere, and is not within the scope of this work.

So the alternative path, which I have taken, is to pursue improving the Wolfbanes within the present system as it is, to be able to cope with the vagaries of the rules..

I also wanted to bring back the colour. The reason Wolfbanes remain so popular is because of the idea of Wolfbanes, of wild and deadly charges down a hillside into the foe, like the Highlanders of earlier times. Stuff of myths and legends, of heroes and mighty deeds. The loss of these lies at the heart of the laments I have heard from virtually all the former Wolfbane players I have discussed this with. This is what the old game system did extremely well. Thus I wanted these new Wolfbanes to be able to stand tall again. I wanted the old feel back. This is what I have tried to do. You will have to be the judge whether I have succeeded.

From a technical game point of view, as I see it, the principal problem with Wolfbanes in Warzone II is two-fold: They are over-priced, and under-powered. They have virtually no long-range fire capabilities, and die like flies before they have a chance to close into hand-to-hand combat. Once in Close Combat, their stats are a bit on the wimpy side, to say the least, and toe-to-toe with Mishima, they get their heads handed to them. So that breaks down to a number of questions that I have tried to answer in restructuring the Wolfbanes as an effective fighting force.

Q1: HOW MUCH SHOULD THEY REALLY COST?

To do this, I had to figure out how much a Wolfbairn really costs. Once I reached a base cost I then added three points for the double weapon and camouflage for the Wolfbairns to arrive at a basic cost of 16. HMG + Form Fire Group I assigned 6 points to. As a stand-alone Form Fire Group is not that significant a skill and most HMG troops are 3 to 4 points higher than their Assault rifle counterparts. This changed with the benefit of feedback and playtesting. From here, it was fairly easy to extrapolate the rest. Wolfbanes are now somewhat cheaper to buy, but are more powerful. Most of the play-testers agreed with this approach, but a number of costs were modified to reflect this feedback.

Q2: HOW CAN I GET THEM TO SURVIVE LONG ENOUGH TO GET INTO CC?

They had to either move faster, or some means had to be found to make enemy Fire less effective. This is why I brought back Stealth in a simplified form, and gave Many units Enhanced Charge rather than Ferocious Charge. It's also why I re-introduced Smoke Grenades.

Q3: HOW DO I MAKE THEM A FORCE TO BE RECKONED WITH IN CLOSE COMBAT?

This one was fairly straightforward: Increase the CC stat virtually across the board by 1. Upgrading most to Enhanced charge also made them somewhat more dangerous.

Q4: HOW DO I ENHANCE THEM WITHOUT CHEESE AND STILL STAY TRUE TO THE WOLFBANE MYTHOS?

In Warzone 1 virtually all units except Pathfinders and Mourning Wolves had all HMG specialists available to them, and all could Form Fire Group with each other. Thus, it made sense to make them available to more units. At the same time, I didn't want to go overboard with it. I was somewhat more liberal with the Grenade Specialist, since virtually every Wolfbane miniature has one. It also provided a clean way to allow the heroes to have some missile power. Note that simply because a figure has grenades does NOT mean that they have the option of buying Smoke Grenades - only Grenade Specialists can employ those. I gave the Wolfbairns a PLR Specialist to provide an upgrade career path to the Pathfinders, since all troops would start out as Wolfbairns.

WOLFBAIRNS:
Since these are rookie Wolfbanes, I left them pretty much the way they were, but added specialists. I did make one important change, again consistent with what they are, an experienced leader is a requirement for the unit. In an mixed Imperial force, this must be the traditional Wolfbane Commando Chieftain, but in an all Wolfbane force, this role falls on the shoulders of a Wolf Elder, who traditionally train these youngsters.

WOLFBANE COMMANDOS:
I upgraded their fighting capabilities and gave them more flexibility in choosing specialists. I also gave them Enhanced Charge and Stealth. Even with these improvements, the cost reduction from the lack of an Assault rifle resulted in a total that was less per warrior than assigned in WZ FOW.

WOLF ELDERS:
This seemed a natural: The old teaching the young in the ancient ways. Who else but the Elders of the tribe, past their prime, but still formidable, to train the new generations of Wolfbane warriors. Though not as formidable as Wolfbanes in CC, they make up for it in other ways. As they age, they become more far-sighted, so are able to shoot at a distance better. Thus it was natural to give them Shotguns as their default weapon. They have a standard, in keeping with their role as guardians of Wolfbane traditions. Moreover, they fight only to defend their tribes, so are only found fighting in an all-Wolfbane army. All have skills acquired through long campaigning, which has enabled them to survive to this point.

FENRIS BIKE SQUADS:
I turned Fenris Wolf Bikes into a squad on the Veteran's level, but restricted them to 1 unit purchasable only after buying 500 points of troops, as I wanted to avoid any cheese-mongering that would result if someone elected to by several units of them. Mark Theurer suggested adding a standard bearer, which I thought was a great idea. The Lupus Flame thrower is a specialist of the squad and I allowed a grenade specialist as well, but did not give him the smoke grenade option.

THE ROGUE WARRIOR
A Fenris Bike Hero seemed in order. This immediately suggested to me the inclusion of Mad Max the Road Warrior, and thus the Rogue Warrior was born. He is a Close Combat monster.

PATHFINDERS:
I also upgraded the Pathfinders to be more on a par with Wolfbairns. It simply strained the boundaries of logic to me that an Elite unit had less CC ability and lower LD than relative babes-in-the-woods. Their new stats give them slightly greater staying power than Wolfbairns, but still lower CC than other elite troops. I also gave the Pathfinders Stealth and Smoke Grenade capability, so they could hit-and-run with a greater chance of survival. Their overall cost is slightly higher.

MOURNING WOLF MEDICS:
Wolfbanes sneer at mollycoddling, but they still die - and die faster than most other troops, it seems. Thus I clustered the Medic ability (which, realistically every fighting force needs) in the tender loving hands of the Morning Wolves ("Ouch! It's only a scratch! Ye malingering' sot! Git op 'n fight!") Perhaps their peculiar bedside manner will prove to be effective with the Wolfbanes.

BERSERKERS:
I made Berserkers a clan unit, but with some limitations. I also gave them Enhanced Charge and a new skill, Frenzy, which is a double-edged sword of a skill. As it takes away almost more than it gives. But they do now have, in their own way, the ability to close quickly with their opponents.

NECROMOWERS AND BERSERKER OUTRIDERS:
Special two-man teams of Berserkers called Outriders can hitch rides on the backs and sides of the Necromowers, giving these vehicles a greater chance to survive, and also providing for an additional way for Berserkers to close with the enemy. I figured this would be a good fit, since I like the Bauhaus Strike Skimmer/Strike Kommando combo, and I didn't think it fair that Bauhaus should have all the fun! Besides, Since no self-respecting Berserker would use Camouflage or Stealth, (unless ordered to by Sean Gallagher) it was obvious that only a true Berserker would be mad enough to hang on to the side of a careening Necromower!

HEADHUNTERS:
I restricted Headhunters to an all Wolfbane army (or at any rate, one without Imperial troops), because the fastidious sensibilities of the Imperial Gentry would not allow such unregenerate savages to be associated directly with Imperial. It would be very bad form for Imperial Tommies to be seen having a cup of tea with the like of Headhunter riffraff. Since Her Serenity visits the front lines often, they wouldn't want any such foul-smelling individuals near her. The addition of Cause Fear to the Headhunter Hero, and Revolting to all Headhunters, just seemed a natural fit for them.

SEAN GALLAGHER AND THE WILD HOWLERS:
A closer look at Sean Gallagher in WZ1 led to a change accordingly. He now has a marginally better chance to survive. I also gave him a bodyguard in the form of a company of heroes who have gravitated around this charismatic individual and pledge their lives to him.

NICK MICHAELS:
The pictures shown of this former Cartel agent clearly indicate that he is a Wolfbane. It seemed such a shame to waste this resourceful individual. So, unemployed as he is, he goes back to his roots as a Wolfbane. This provided an alternative Individual personality to Sean Gallagher and a Hero for the Pathfinders.

WARHOUNDS:
The one unit that had Ferocious Charge that I did not upgrade to Enhanced Charge was the Warhounds. Instead, I gave them the equivalent of reinforced armour in keeping with their role as elite Close Combat Troops. And upped their fighting capabilities. Their heavier armor and weaponry reduces their speed. I also gave them a Pistol to provide them with some firepower. It also just seemed obvious that any "Power" weapon worthy of the name would also have anti-tank capabilities, so I modified the Warhammer accordingly. The Warhounds are now Wolfbane's answer to the Walking Beer-Barrels of Bauhaus!

SMOKE GRENADES:
Smoke grenades proved a hassle to work with in WZ1, so they disappeared in WZ2, leaving Wolfbanes almost stark naked in front of enemy fire. By restricting their availability to specialists, I hope to enable their use again with a minimum of hassle. To that end, if you do elect to employ them, make Smoke RINGS rather than templates. These can easily be formed from long pipe-cleaners twisted together and to shape. This enables their placement virtually anywhere on

the battlefield, including around terrain obstructions. Miniatures can move freely over them, and when the time comes to remove them, this can be accomplished with a minimum of disruption. To signify which turn the smoke rings are on, put down three markers initially. This will remind you that the ring deducts three from fire. Each turn thereafter, remove one marker and reduce the effect accordingly. When the last marker is removed, remove the ring. I have "Greywolf" to thank for this clever little game mechanic.

STEALTH:
In removing Hide and Stealth from WZ1, the designers replaced it with Camouflage and Prone on one extreme and Stalk and Unseen Assailant on the other. This left a no-mans land in the middle that left Close Assault troops unable to reach their intended targets without dying in the process. I therefore re-introduced Stealth in a limited form. There's no rolling to Spot hidden, just an extra modifier to avoid being hit, as long as the troops employing it do not open fire. It provides a middle ground between the two extremes of hidden movement, and greater survivability to those troops that need it the most.

NEW PERSONALITIES AND UNITS

As the work progressed, it became obvious that a new picture of the Wolfbanes was evolving one more feral, more barbaric, more hewing to the ancient ways. So I re-introduced Clan Relics and Heroic Abilities to reflect the evolving myths. These are not quite the same as those present in WZ1, but they reflect their spirit. They have restrictions on their availability, to keep from distorting game balance, but they add, I hope, the Heroic spirit back to the Wolfbanes that was taken out in WZ2. Other forces have their machines and their technologies. Wolfbanes have their legendary artifacts and their Heroes. The need for these new heroes came from gaps still present with Wolfbanes as a force, even with the new units and the new capabilities. The heroes below were designed to address some of these needs.

BLIND BORU MacCUHLAIN AND THE WOLFHAWKS
Blind Boru was designed to be an anti-aircraft, anti-vehicle weapon. Wolfbanes don't have rocket launchers. What they have is Blind Boru and his Wolfhawks. The Stalker status of the hawks gives them limited first strike ability, and reflects the apparently innocuous appearance of the birds to Wolfbane enemies until they strike.

MORRAG THE WOLF WITCH
Morrag is a mysterious figure. She and her wolves were designed to provide Wolfbanes with some protection against Stalkers and Unseen Assailants. They also provide a means of turning the tables on such troops.

MORRIS THE JIMMY AND KALI
Once the Rogue Warrior was designed, the image of his Gyrocopter sidekick from the movie was impossible to resist. Morris the Jimmy is fun to play with, but play-tests have shown that he is risky to field. Nevertheless, if used properly – and cautiously – he can be useful.

PIPER DOUGLAS LAURIE
Wolfbanes have always been regarded as the Scottish troops in Warzone. Scotland isn't Scotland without bagpipes. So Douglas Laurie was born to bolster the Wolfbanes and disconcert their enemies.

I hope sincerely that this particular vision of the Wolfbanes will be to your liking, and will lead your forces to victory.

Regards,

Nevile Stocken
n.stocken@worldnet.att.net

Your advertisement could have been here!

Campaign Conversions

In addition to putting together this 'zine I also run a Chronopia campaign. Players control the military and economic fate of their empires and struggle against each other for dominance. Players are allowed to submit troops, individuals, spells, etc… to the moderator that may become part of their arsenal to be used against the other players. Each issue I will bring you 2-3 of these creations from my players. In our campaign these player creations can only be used by the player that created them. If you have two Firstborn players one cannot sit back and create nothing while the other comes up with all sorts of cool ideas for the first one to steal.

Elven Rangers: (Crystal Lotus Elves) Designed by Clay Richmond

The great wooded forests and glades of the world are the ancient homes of Elven kind, in fact the very cradle of their race. For thousands of years they and they alone were masters of their realm, and lived in perfect harmony with nature. When the Firstborn first came to be known in the world, much of this began to change. The nature of the Elven race began to evolve in order to survive. Today, although the knowledge and wood lore available to them is surpassed by none, the bulk of Elven forces have evolved to take advantage of the greater armour and weaponry available in the modern world. But, as in any great social change, not all were so willing to give up the life that their forefathers lived. Now, though they are few, pockets of elves still live in small communal groups deep in the forests. Sometimes these groups are even accompanied or lead by Elven Druids, the ancient predecessors of the Lotus-Eaters.

Elven Rangers hale from these groups and are the manifestation of the ancient skills that highlighted the Elven race. Young elves in these groups wishing to earn the title of "Ranger" live a harsh life and spend their waking moments honing their special skills under the watchful eye of a personal mentor. After many years of training and experience, the initiate is given a series of tests. Little of what these tests consist of is known. What is known however, is that nearly half of them that take the tests don't survive, and that the final test includes unarmed combat with some unfriendly denizen of the deep forest. Those that successfully complete the final test then go through a highly secret ceremony. The senior members of the Druid circles attend this and it is this ceremony where the Elf is presented with the coveted "Rangers Shroud", the ancient magical mantle of the ranger. Rangers are a highly sought after warrior class by many of the great Elven factions.

Rangers use guile, speed and wood lore in battle instead of the heavy armour their brethren are so fond of. Their cloaks make them nearly invisible to missile weapons and the fast and agile bodies make them a difficult target for even the best swordsmen. Armed with a weapon in each hand, they dive into combat like a whirlwind of cutting steal. Elven rangers are often used as scouts or on special operations as they excel at using stealth to get close to the enemy before attacking and overwhelming them.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	12	-	14	2	1	0	3	20	-1	1	41	Ranger
15	13	-	15	2	1	0	3	20	-1	1	44	Leader
15	14	-	15	2	1	0	3	20	-1	1	49	Master
14	12	-	14	2	1	0	3	20	-1	1	48	Horn

Special Abilities: All members of the Warband have the Forest Warrior, Chameleon, Thrown Weapon, and Secondary Attack Special Abilities.

Equipment: Ranger – Longsword & Hunting Blades
Leader – Longsword & Hunting Blades
Master – Longsword, Hunting Blades, and a Longbow
Keeper of the Horn – Longsword, Hunting Blades, and a Stag Horn

Structure: Warband (2-8 Rangers, 0-1 Keeper of the Horn, 0-1 Ranger Master [must have at least 4 regular Rangers to purchase 1 Ranger Master], 0-1 Leader)

Special Rules: Ranger Stag Horn
The Ranger Stag Horn is a horn like no other. Its thin note carries with it the sound as well as the spirit of nature. Rangers revere the stag horn as they use its sound to represent the nature they love and are sworn to protect. Hearing the sound of the stag horn always puts new resolve and determination into the Elven Rangers to rid the field of the enemy's polluting presence. The presence of the Stag Horn in a warband of Rangers gives them the Ferocity Special Ability.

Dwarven Thermo-Priest: (Dwarves) Designed by Mark Theurer

Dwarven Thermo-Priests spend most of their time deep in the hearts of active volcanoes. Nobody is quite sure how they withstand the massive heat of their chosen homes, but somehow they not only survive in this most harsh of environments but also turn it to their benefit. Thermo-Priests begin their lives predestined to lead their people in worship of the fire gods that live deep within the very molten core of the earth. Once he has proven himself worthy, by having all facial and cranial hair removed by being burned off without crying out, he is then taught the powerful magicks of his ancestors. Once trained, Thermo-Priests act as religious land battlefield leaders.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	15	14	3	3	1	2	24	-2	1	85	Priest

Structure: Individual (Maximum of 1 per 1,000 points)
Special Abilities: Secondary Attack, Causes Fear, Immune to Fire based weapons and spells
Weapons: Warhammer (CR = cc, MX = n/a, RM = n/a, Dam = 12) one-handed
Vapor Gauntlet (CR = cc, MX = n/a, RM = n/a, Dam = 9x2) one-handed
Spells: *Thermo-Compression* (Actions = 2, Level = 6)

Upon successful casting of this spell, a fiery green glow surrounds the Thermo-Priest as magical energy flows through the boiler and into him. This causes him to shudder uncontrollably for a few seconds as the energy courses through his body. His Def is reduced to 0 for the rest of the current turn and he can take no other actions after attempting to cast this spell. On his next turn he has double the normal number of actions. Once successfully cast, this spell cannot be used again in the current battle.

Vapor Jets (Actions = 2, Level = 5)

If this spell is successfully cast place the deviation template on the battlefield, centered on the Thermo-Priest. Any models other than the Thermo-Priest that are touched by the template take a Dam 9 hit from a massive release of steam from the boiler that he carries. If a model takes a wound from this spell continue to make Armour checks until a save is achieved or the model dies.

Special Rules: Thermo-Priest Steam Boiler

This is a special piece of equipment forged by the Thermo-Priests in the hearts of active volcanoes. Magical energy courses through these machines, waiting to be released by the incantations of the priests. While powerful and deadly, the boilers are prone to malfunctioning, sometimes at the worst possible times. Any time a Thermo-Priest is hit and does not make his saving throw roll a d20. On a roll of 18+ roll a further d20 and consult the table below.

1-3 Explosion! – The Thermo-Priest is automatically killed in a massive explosion as the boiler overheats and ruptures. Place the deviation template over the Thermo-Priest. Any models touched by the template suffer a Dam 10 hit with the same effects as the Vapor Jets spell.

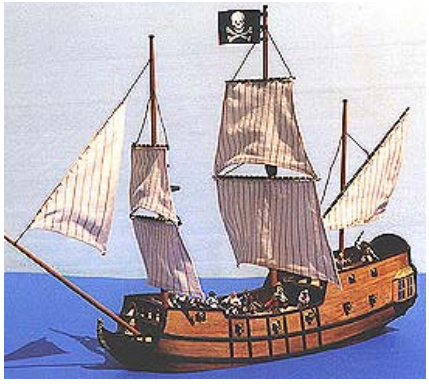
4-6 Overheating – Any further rolls on this table result in an Explosion on a 1-2 instead of just a 1.

7-9 Structural Fatigue – A few bolts come popping out of the boiler as the pressure rises to dangerous levels. Any time the Thermo-Priest attempts to cast a spell roll a d6 before rolling to see if the casting is successful. On a 1 or 2 the casting fails.

10-12 Valve Damage – The boiler hisses as steam escapes. The Thermo-Priest must add 4 to the difficulty of any spells he attempts to cast for the current and next turn.

13-16 Falling Pressure – A fall in pressure makes it more difficult to channel energy through the boiler. The Thermo-Priest must add 2 to the difficulty of any spells he attempts to cast for the current and next turn.

17-20 Breakdown – The boiler makes some strange clanking noises and stops working. At the start of each turn roll a d6. On a 4-6 the Thermo-Priest can cast spell as normal. On a 1-3 he cannot cast spells for the current turn. On a 6 the Thermo-Priest has repaired the boiler and no longer has to check if it is working.



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New Game Review

VOID is the first game from the new UK-based game company I-Kore. VOID is I-Kore's first foray into miniature games, but many of their employees have quite a bit of experience in the miniature gaming field as they came to I-Kore as former employees at Target Games UK.

The Basics:

VOID is a science fiction wargame using 28mm metal miniatures. The game rules, army lists, and background information come in a single book. The rulebook is 48 pages in length with 8 pages devoted to the background story, 15 for the rules, 8 for a full-color catalog, and 24 pages for army lists, roster sheets, weapon profiles and roster sheets.

Presentation:

The book has been laid out in a nice manner and is quite easy to read. The font size is rather small in parts of the book, but this doesn't bother me at all. The only color sections of the book are the covers and the catalog in the center of the book. I suspect that having very little color is what is keeping the cost of the book as low as it is. The other artwork [B&W] is sparse, but looks good. I would have like to have seen pictures of all of the troop types, but this too may have been a cost-cutting measure. For those of you that remember when GW products were printed on the larger A4 size paper you'll notice right away that the VOID rulebook is in that same format.

The Storyline:

I'll compress the eight-page background story into a few lines here. Humans evolve and develop faster than light space travel, break up into several factions and fight among themselves until they discover a race of alien creatures and now the all fight with each other. Yes, that's very brief, but the focus of the rulebook really is on the rules and the storyline, while interesting, does take a back seat. I happen to like this. The storyline gives you enough information to know what is going on and why, but does not go on and on and on. It could have certainly been fleshed out more, but that would have almost certainly increased the cost of the book.

The Races:

There are 5 races, or armies, that players can choose from in the world of VOID.

The Junkers are based on the rocky planet Ironglass. They boast a huge military, made up of a large number of convicts and other 'undesirables'. Human life is cheap and the Junkers have quite a reputation when it comes to violations of basic human rights. It is not uncommon for Junkers to overpower and outlast their foes through sheer weight of numbers. They excel at close quarters and Anti-armor tactics.

The Viridians are a capitalist society. Everyone is a shareholder in the 'State'. How powerful a person is can be directly related to how many shares he or she holds. The backbone of the Viridian army is the Marines, grunts that go in and kick ass. The Viridians don't have the same view of their troops as the Junkers. They would rather hit the enemy with surgical strikes and get things over with as quickly as possibly, causing as little collateral damage as possible.

You would be hard pressed to really call **the Syntha** human anymore. They are an isolationist society where everyone is born equal and allowed to excel in whatever area they show an aptitude. Augmentation and cybernetic prosthetics are the norm. Their war machine favors no particular style of killing the enemy, but they will likely find themselves outnumbered on the battlefield.

V.A.S.A. is kind of like a cross between The United Nations and NASA of our world. They maintain 'peacekeeping' forces wherever hostile action is present, which is just about everywhere. The Black Legion are their most feared troopers. If you are up against them you really pissed someone off.

The Koralon are the 'aliens' of VOID. I'm sure that they look at the humans as the 'aliens' though. The Koralon have a very structured culture and do exhibit a 'hive' mentality, but this is not to say that they are all mindless slaves answering to a very few. The Koralon are actually two beings in one. The Koralon are a race of amphibians that require a symbiotic organism to enable them to move on land. They excel at close combat and move faster on land than humans. Ranged combat is where they suffer though, having to rely on bio-tech monstrosities made form human prisoners.

The Game:

Everything is d10 based and many of the stats will be familiar to veteran gamers.

AS	[Assault] Used for kicking someone's teeth in.
SH	[Shooting] You guessed it, used to shoot someone or something.
ST	[Strength] Increases your damage in hand-to-hand combat.
T	[Toughness] Basic resistance to damage.
W	[Wounds] Duh!
CD	[Command] Self control, training and bravery.

SZ [Size] Bigger things are easier to hit, but also easier to piss off when you don't kill them.
MV [Move] Movement in inches.

Each game turn is broken down into a number of phases. The Marker phase, the Initiative phase and the Activation phase.

During the Marker phase all counters that indicate that units have been activated or were on hold are removed.

During the Initiative phase each player rolls a d10. The player with the highest roll can opt to either go first or nominate another player to take the first action of the turn.

The Activation phase is where everything really takes place. Players alternate activating and using their units [squads or individuals]. You can Move, Hold, Shoot, or Assault, but you are not necessarily restricted to using a single action. The entire squad carries out actions in sequence. Movement can either be a regular move, up to your M stat in inches, or a rush move which is up to double your move stat in inches. A regular move does not end their turn, but a rush move does. Holding is next. The unit can choose to wait for enemy activity. Holding ends a units turn. If you choose not to hold you can shoot. There are four range bands for shooting, each broken into a 12-inch section. Not all weapons can shoot at all range bands and their chances to hit and the damage they cause may also vary at different ranges. Shooting does not end the units turn unless you want it to. Assault is last. If you are in base to base contact with enemy models then this is the only order that you can issue. Interestingly, if any part of your squad is in base to base contact with the enemy then the rest of the squad is required to move into contact if possible or the engaged models must try to break away. Basically, the rest of the squad sees that their pal is about to get his butt kicked and they rush in to help him.

Movement is pretty straightforward. You either take no move, a regular move or a rush (double move). Terrain can reduce your move as you might expect and you must end your move within 2" of another squad member. Getting into close combat is done with Assault order, not Move orders.

Hold orders can be used to counter-charge enemy models that are coming in to get medieval on your ass or to take reaction shots at models that end their movement within short range of your troops. Yup, hold orders are made to protect you from immediate threats, not the guys that are milling around the back of the battlefield. You can also use hold orders to get out of the way of template weapons.

Unless you want to get up close and personal then **Shooting** is the way you want to go about taking care of the enemy. You will usually be shooting at the nearest enemy that is not engaged in close combat. Normally, each trooper will get a single shot, but there are some special weapons that allow multiple shots. Modifiers to your 'to-hit' number come from the size of the target, if you moved this turn, range to target, etc… Shooting into a close combat is not only risky, but also not automatic. You'll have to pass a CD test to see if your squad has the nerve to take shots that might kill their own guys. There are several special abilities of ranged weapons. Armor Piercing, Template Weapon, Incendiary, etc…

Assault is where you really separate the men from the boys. Assault moves are how you get into close combat. During an assault you can 'Close' to bring more friendly troops into the fight or 'Break Off' in an attempt to run away like a little girl. Fighting is usually simultaneous with the attacker and defender both hacking away at each other. Bonuses come from charging, using two weapons, etc…

Damage, whether from shooting or close combat, is determine by comparing the Damage of the hit with the Toughness of the target. You then make a number of Damage rolls. Each successful roll causes a wound. Blows that hit armor with a value equal to their own need a 6+ on a d10 to cause a wound.

Outside of higher stats there are special rules and abilities that make some troopers better than others. Fearless, Drop Troops, Heavy Armour and Shock Trooper are just a few of them.

The Army Lists:

All of the army lists are laid out in an easy to read format with pictures of troops next to the entries.

The **Junkers** have a bunch of close assault troops with pretty average toughness (armour). They can also take selected troops from the Viridian and Syntha army list, but not as allies as you might expect. These are troops that ARE Junkers.

Marines, marines, and more marines make up the **Viridian** army list. Regular squads, heavy gun teams and special-duty squads make up their base. On the average, their toughness is a bit higher than the Junkers. The Viridians can take a very limited number of troops from the Junkers and Syntha lists.

Cybernetic soldiers of different varieties make up the **Syntha** list, including Grav-Bike squads. All of the Syntha units benefit from a higher than average toughness. The Syntha can take some marine units from the Viridians and convicts from the Junkers, but they are all part of Syntha now. You will be assimilated!

VASA have only the Black Legion and their commander as native troops. The Black Legion is equipped with jump packs that get them in your face in a hurry. Toughness is on par with the Syntha. In addition to the Black Legion they can take some troops from the Viridians, Junkers and Syntha lists. These troops are now part of VASA.

All of the human armies listed above can take the Korvus walker and/or a Tiger APC. It's also interesting that all of the human armies can take troops from each other. The upside to this is that each army list is increased in size a bit and you have a little more variety in what you bring to the battlefield, but on the downsize it kind of takes away a little of the flavor of each army.

Fast slugs with good armour and sometimes two wounds per model make up the base units of the **Koralon**. Their individuals are made up of monsters that are just damn scary!

Weapons for all troops are laid out in the Armoury section. They are all easy to read and are pretty self-explanatory.

The Theater of War:

There are few weapons that can shoot out to long or extreme range. This automatically brings the bulk of fighting into the 24" range. Weapons that fall into the short/medium category are better at short range, which also serves to reduce the distance between you and your enemy. Further reducing this distance is the fact that there are some absolutely brutal hand-to-hand weapons. Getting jabbed by a Thermite Spear or smacked by a Cestus will put you to bed in a hurry. Seeing how many close combat weapons are usually a modifier that is added to the ST value of your model and that Koralon troops have a ST that ranges from the higher-than-average to the holy-crap level, they will slice you up like cold cuts.

Close up fighting and using terrain effectively to get the jump on your enemy seems to be the rule of the day.

Value:

The rulebook is dirt cheap at just $8.00 USD. There have already been a couple of promotions where you can get the rulebook for free. It's apparent that I-Kore wants to get people into the game as easily as possible. I-Kore has decided to go in the direct opposite direction of the 'big box 'o stuff' method of getting their game out there. I love this. You can spend $8.00 USD to get the game and decide if you like it. If not, you blew eight bucks, not a big deal. If you end up liking the game, which I think you will then you picked up a real bargain. I would suspect

that we'll be seeing books that detail each army quite soon. This will give them a chance to fully flesh out the background and storyline. Also, I would like to see a bit of expansion in the army lists. I'd like to see some more 'local flavor' that makes each army really unique and relies less on the troop-swapping. I do like the ability to take a limited number of guys from another human army list, but I do think that the army lists are a bit on the thin side. I'm sure that everything that kept the book on the thin side was done in an attempt to keep it as inexpensive as possible for the consumer and get it into as many people's hands as possible. Definitely not a bad idea as most of us wouldn't think twice about dropping eight dollars, but follow-up products would be nice to fill things out some more. In comparison to some other sci-fi miniature games of this scale (Warhammer 40K and Warzone) VOID falls somewhere in the middle. You'll be using back and forth activation which I happen to love and usually a number of miniatures like you would in Warzone, but without individual actions for each and every guy in the army which is good for small games, but can really bog down in large ones. Overall, I'd have to say that VOID, by I-Kore is definitely worth a look and a purchase.

F igure R eview

Along with the rulebook that is reviewed earlier in this issue, I-Kore provided me with several miniatures form their new lines to review.

I-Kore's miniatures are packaged either in blister packs of 1-2 figures or box sets of 3-5 guys, or gals as you'll soon see. Each blister or box is color-coded depending on what army the figures come from (Green=Viridian, Red=Junkers, Yellow=Koralon, etc…). This is a great, eye-catching, feature that instantly lets you know if you are sorting through the correct batch of blisters. I was sent figures from the Viridian, Junker and Koralon lines and most of them had very small, but visible, mold lines that were easily removed. Other than those minor mold lines there was really no other flash. After a few minutes of looking at the miniatures you'll notice one thing that you might have initially missed. Their weapons, musculature, heads, feet, etc… are all very proportional. They look like they should be carrying the guns that they are using. Their muscles are nicely defined, but not cartoonish. Detail is nice, but not overwhelming.

From the Viridian line I got a look at the Marines [box of 5], Marine Rocket Launcher [blister of 1], Marine Sniper [blister of 1], Marine Scout [blister of 1] and Shock Marines [box of 4]. In the Marine box you'll see that three of the troopers are female. Not simply female because of their two obvious female attributes [not like Barb Wire either], but they have smaller waists than the males and do not have an upper body with muscles as large as the males. They all have crewcuts and carry Gauss Rifles. Five figs, five poses. I like that a lot! The Rocket Launcher Marine is carrying a single-fire RL and has extra rounds strapped to his back. He fits right in with the squad. The Sniper is kneeling and looks like he's about to put someone's lights out. All of the marines are wearing fatigues and have multiple pouches for extra ammo and other goodies. The Scout rides on a reptilian mount, which comes as a separate model in the blister. He's carrying a pistol and has a rifle slung over his shoulder. He's wearing a helmet and what looks like somewhat heavier armor than the Marines. Two Shock Marines and the Sergeant carry Negatron Shields and Vibro Scythes. The last guy is armed with a Grape Gun (very nasty up close!) and a Negatron Shield. They are wearing power armor that is simple, but not dull. Almost all of their arms are separate pieces and can be posed nicely. There was a flaw with one of the Shock Marine's shields. A small part close to the top was mis-cast. Not a fatal flaw and could be used as a bullet hole.

Marine Rocket Launcher and Sniper

Marines

Shock Marines

The Junkers were represented by Convict Legionnaires [box of 5], Legionary Flame Thrower [blister of 1] and Legionnaires [blister of 2]. The convicts are armed with a Combat Blade, Autoshotgun and Battleshield. They have armored shoulder pads, but they are not huge and spiky! Except for the Sergeant they are wearing helmets. The Sergeant is wearing a breathing apparatus instead of a helmet. They also have separate backpacks for storage instead of big pockets and pouches on their pants like the marines. The Flame Thrower is carrying, you guessed it, a Flame Thrower and has a pair of fuel tanks instead of a backpack. The blister of Legionnaires gives you two more troopers of the type you get in the box.

Junkers (yeah, I know it's kinda dark.)

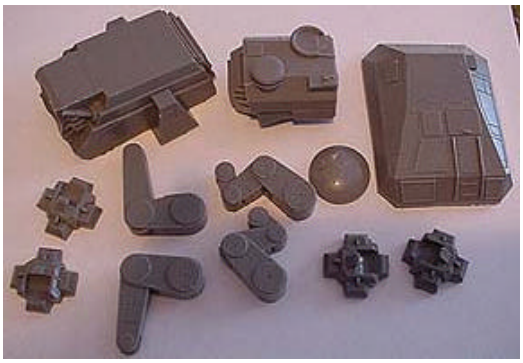
Brood (2 with Blade and Shield and 2 with Heavy Blades)

The Koralon contingency was made up of Brood with Heavy Coraline Blades [box of 5], a Phazon [blister of 1] and some Brood Warriors [blister of 2]. You'll see that the Brood are about the same size as regular human models. They certainly have an amphibian look to them. If you took away their arms and weapons they remind me of large eel-like creatures. Their blades have a coral look to them. The Phazon is an individual with psychic-like powers that can be added to a squad of Brood or Larvans. Larvans are larger and more powerful warriors than the Brood. The Phazon is a one-piece model with four arms, a staff, and a rather large carapace with a crest. The blister of Brood contains two models that carry Coraline Blades and Coraline Shields. The different Brood types can be mixed into single squads if you want. Each of the Brood has a hard carapace shell that covers most of their back and shoulders. Something else you'll notice about the Koralon figures is that while they have humanoid arms they are also not overly exaggerated and bulging with muscles to the point of absurdity.

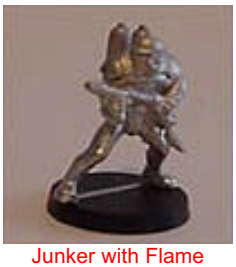
Lastly we have the Tiger APC. The Tiger is a mobile troop transport for the human armies. It is a multi-part resin model with a few metal bits [blast shields, antenna, large gun, and a hatch]. The Tiger is a quadruped vehicle that is used to get troops into the action quickly, while providing some fire support. It's a novel idea to have a walker perform this role, but I'm not sure how much I'd like to be sitting inside it as it goes climbing all over the place. Then again, it will be able to get to places that a normal tracked or wheeled APC wouldn't dream of going. The resin parts we still a bit greasy from the production process, so you'll want to wash them in some soapy water before assembling the model. The main body of the APC comes in three large parts and each 'leg/foot' is made up of two pieces. The body went together without much trouble at all, but the legs took a bit more doing. The legs just didn't want to go into the foot piece. A little work with my trusty X-ACTO knife and they gave up the fight and fit together. I could not find any air bubbles in the resin pieces, but there were some chips and dings around some of the edges.

Phazon

The Tiger APC in action with some Marines


Tiger APC before assembly or after a several hits from a Rocket Launcher

The retail price of the box sets are as follows: Marines $12.00 [5 figs], Junkers $14.50 [5 figs], Shock Marines $13.00 [4 figs] and Brood $12.00 [5 figs]. The blisters retail for: Marine Sniper $4.00, Marine RL $4.00, Marines $5.50 [2 figs], Marine Scout $6.50, Junkers $6.50 [2 figs], Junker Flame Thrower $4.00, Phazon $5.50, and Brood $5.50 [2 figs]. The Tiger APC has a retail price of $32.00.


Junker with Flame Thrower

Marine Scout

Sending an e-mail to info@l-kore.com will get you a full color catalog.

Village Defense

a scenario for Chronopia by J. Michael Tisdel
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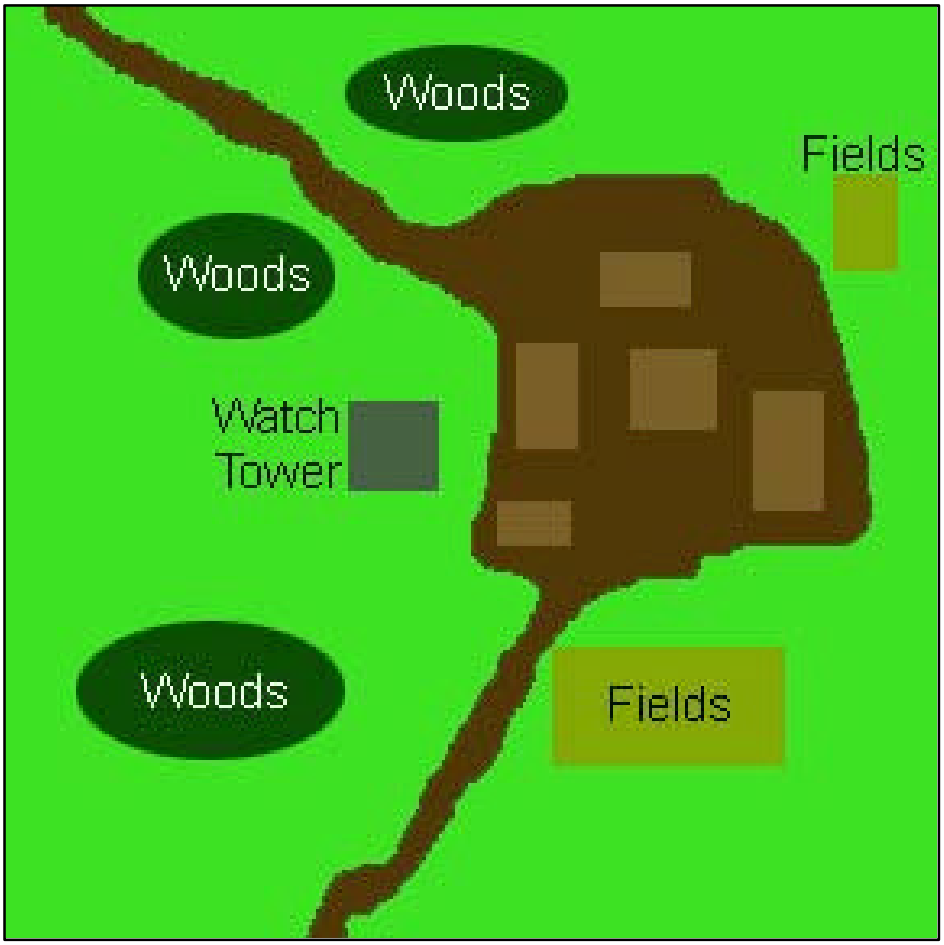
Life in the world of Chronopia is anything but easy for most of the ordinary people. Trying to scratch out a living in the farming villages is not difficult, and the occasional raids of slavers and bandits are an all too common occurrence. This scenario depicts one of these common bandit raids.

Battlefield:

The battlefield represents a small village with a watchtower. The village and the watchtower are placed in the center of the board. Note that there should be five buildings in the village in addition to the watchtower. Fields and woods surround the village. An example of a map is given below. The map represents a typical 4' x 4' battlefield with some wooded areas, a Watch Tower, a couple of fields and five buildings that make up the homes of the local peasants.



The Forces:

The Attacker may spend up to 750 points on a force of his choice, other than Firstborn. The Defender is given 600 points with which to build his army. Neither army may include spellcasters of any kind. Optional troop types, like those presented in this issue, can be used with the consent of both players. Imagine how well the Firstborn Peasant Militia would work in this scenario. Kind of a coincidence, don't you think?

The Objective:

The defender places one loot counter inside each of the buildings. No loot is placed in the Watch Tower. The Attacker will be trying to take possession of as many loot counters as possible and remove them from the battlefield. As you may expect, the Defender is trying to prevent this from happening. During the game, the Defender cannot move any of the loot counters. Any model belonging to the Attacker may spend an action to pick up a loot counter. If a model carrying a loot counter is attacked in close combat or killed they will drop the counter and have to pick it up again. A model carrying a loot counter can expend an action to transfer it to another model that is in base-to-base contact with. No model may carry more than a single loot counter. If the Attacker gets three counters off of the board by the end of turn 10 they win. If not, they retreat into the woods like the dirty scalawags that they are.

Deployment:

The Defender deploys all of his troops first. All of his models must be within 12" of the center of the battlefield, or at least 12" away from any table edge if you rather. The Defender may deploy troops inside of any of the building or in the Watch Tower if you wish. The Attacker does not deploy troops in the normal manner. All of his troops begin the game off-board. Turn 1 is only played by the Attacker, the Defender is filled with surprise and saying, "Oh crap! Not again." and stuff like that. Turn 1 for the Attacker is spent moving on to the battlefield from any table edge. The fields do not obstruct LOS enough to provide any cover, but slow down movement to half-rate.